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NORTH CAROLINA RECREATION COMMISSION

RECREATION TRAINING BULLETIN

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NORTH CAROLINA RECREATION COMMISSION
Mansion Park Building
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Foreword

WHAT IS IT? This brochure, The North Carolina Recreation Commission Training Bulletin, is the outgrowth of materials, information and experiences which have been used in mimeographed form by the North Carolina Recreation Commission. Since 1948 the Commission has been preparing, revising and adding mimeographed materials so that the following information could be gathered together and placed in its present form. The Bulletin contents have been gathered from actual experiences in local situations.

WHY PREPARED? It's basic purpose is to serve as a training guide. After receiving many requests, from local groups, for information found within this bulletin we realized that there was a need to bring it together, thereby making it compact and easily available to the worker in the operating program.

WHO FOR? (1)It is for the individual taking leadership training in in-service training institutes sponsored by the North Carolina Recreation Commission. (2) It is a guide which can be used to assist in training the summer and volunteer recreation personnel. (3) It is for the leader, whether he be on a playground, conducting a vacation bible school, working with private groups (such as scout troops), leading a day camp program, or as he works with any other groups desiring a recreation program, such as those conducted in industry, hospital, or in rural areas, etc.

WHEN AND WHERE USED? Basically it is for use during the summer months but the ideas, incorporated herein, can be used or adapted to fit into a program at any season of the year. With variations, this material can be used indoors as well as out-of-doors. It provides varied materials which are made more convenient to the leader(see section on leadership).

The North Carolina Recreation Commission hopes that the recreator will find this bulletin to be of great value. The Commission welcomes any comments, suggestions, recommended changes, corrections, deletions or needed additions. Such, when found to be applicable, will be incorporated in subsequent issues of this bulletin.

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Summer Recreation

"And there the children laughed and played and learned that their city was a good city and life was something to enjoy"

FUNCTION OF PLAYGROUNDS

1. Contributes to the fun, safety, health and character of children under competent leadership.

2. Provides opportunities for-
    - (1) children to have fun and enjoy themselves.
    - (2) young people to find satisfaction, joy and sport in their participation in activities on the playground.
    - (3) adults to gain wholesome enjoyment and pleasurable relaxation from visits and often they take part in activities.
    - (4) skills acquired on playground in childhood and youth to be used in leisure activities throughout life.
    - (5) making new acquaintances and keeping up with old ones.

3. Contributes safety to children-
    - (1) Attracts them from the streets
    - (2) Reduces accidents
    - (3) Active sports are supervised under trained leaders
    - (4) Provides for quiet activities when hot days come.

4. Character Builder

Develops- right habits
attitudes and responses in play activities
leadership qualities of great value

****

WHY PLAYGROUND? WE ALREADY KNOW!

As LEADERS we may define the purpose and adopt a *creed something like this,

We shall promote play in all its phases for the children and youth of my town, so they may have safe, happy, constructive fun.

We shall cooperate fully with all agencies working on the same job, for there is power in unity.

We shall welcome adults as much as possible, for it is our privilege to bring many happy experiences to men and women of all ages.

We shall become familiar with many of the best books on playground administration both theory and program.

We shall study our neighborhood, for no two neighborhoods are alike.

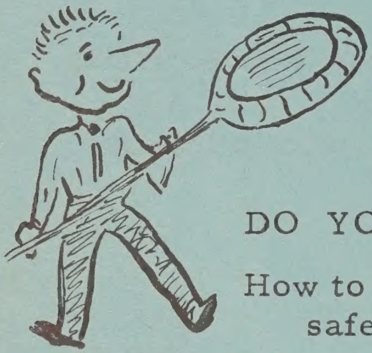
*Creed: NRA Playground Notebook

Leaders in Recreation

A recreation leader is expected to carry out a variety of duties such as:

1. Helping to determine the recreation needs and desires of the neighborhood and initiate the programs required.
2. Providing general supervision over the activities and use of the playground.
3. Instructing and supervising assistants and volunteer leaders.
4. Advising with the neighborhood community groups on matters of civic and recreation interest.
5. Scheduling, coordinating and supervising the use of areas, facilities, and equipment.
6. Maintaining activity and progress records and preparing reports to the sponsoring agencies.
7. Supervising the use, care, and maintenance of supplies.

From Recreation in California



QUALITIES OF GOOD LEADERSHIP Magnify these!

Sincerity and Enjoyment; Broad Interests; Planning and Organizing Ability; Maturity, Experience and Judgement.

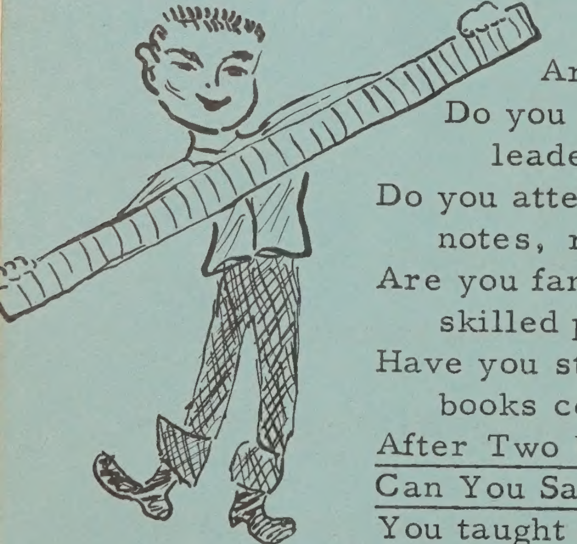
DO YOU KNOW THE ANSWERS TO THESE?

How to make your playground a clean, sanitary and safe place to play?

How to develop in young people a respect for property both public and private?

How to advertise the program through bulletin boards, local newspapers, exhibits, radio & "word of mouth"?

HOW DO YOU MEASURE UP TO THESE SEARCHING QUESTIONS ABOUT YOURSELF AS A LEADER?



Are you interested in your work -"honest to Injun"?

Do you read professional books on activities, improving leadership and organization?

Do you attend every workshop conducted in your area, take notes, read them, and put them into practice?

Are you familiar with "tools" that make recreation work a skilled performance or will make-shifts do?

Have you started your professional library - do you think books cost too much?

After Two Weeks Have Passed or At The End Of The Program, Can You Say:

You taught at least two new games a week, any kind of a game?

You kept an attractive bulletin board of "Coming and Going" events?

You kept a clean, newly lined, and trash free court for playing games?

You had something for every age group to participate in--old, young?

You conducted experiments in teaching activities?

You found volunteer leadership and encouraged them to lend their skills for the enrichment of the community program?

J. Edgar Hoover says, "An investment in youth in providing facilities and supplying leadership of the proper type during leisure hours is an insurance of American Democracy."

SUPPLIES AND EQUIPMENT

A Check List of Playground Supplies and Equipment

* It is understood, of course, that all items will not be required for all playgrounds, and that selections must be made on the basis of facilities available and programs planned.

Standard Fixtures

Benches 6 or 8
Tables 2 or 3
Swings
See-Saws
Slide
Horizontal Bar
Sandbox
Wading Pool

Storage Room - conveniently located if not an Equipment Chest, divided into compartments and with a good lock.

Bases, sets of 3, canvas
Basketball, composition or leather
Buckets, for water, refuse
Burlap sacks
Calcium chloride in bags, to lay dust
Bats, softball and baseball
Bean bags and bean bag boards

Chest protector
Crowbar, small, for making holes for stakes
Deck tennis rings
Flag for foul line or indicator
Hammer, saw and nails
Croquet set
FIRST AID KIT
Game balls, large, medium and small

Horseshoes, sets of 4 with stakes
Jumping standards
Lime markers
Nails - several sizes
Paint and brush for making game courts
Nets - tennis, volley ball, tetherball
Quiet games and puzzles

Rope for rope-offs, skipping
Shovels
Softballs, standards - other games
Stakes, wooden for markers, etc.
String for lining areas
Tape measure
Tetherballs and cords
Tennis balls, used for outdoor tennis
Tools required for special crafts

The Indispensables

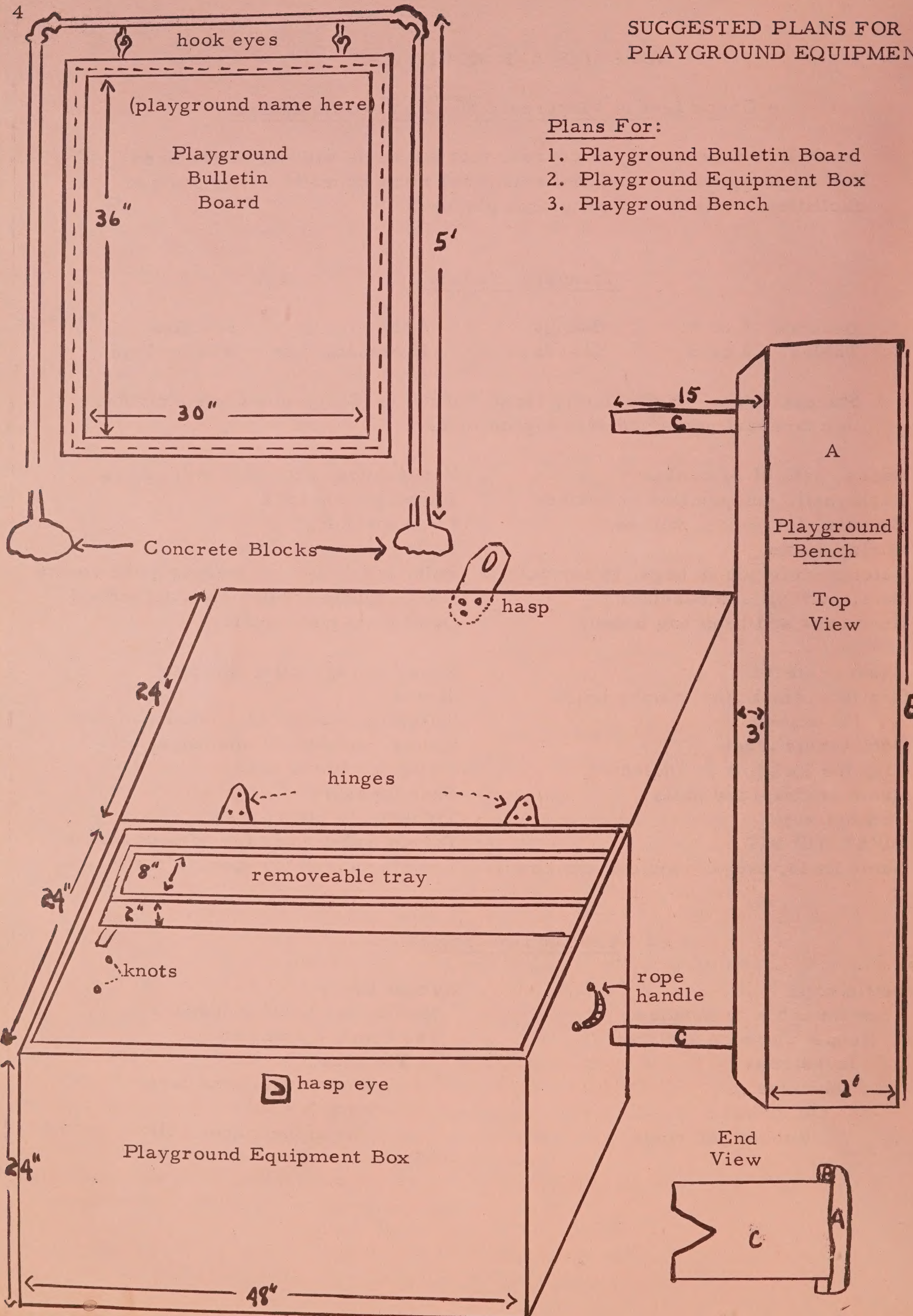
Bottle caps
Broom and mop handles
Hoops - wooden and iron
Jackstones
Marbles
Oil drum
Rubber jar rings

Rubber heels
Spools, for blowing bubbles
Scissors - 4 pairs
Tin cans
Tacks - thumb and large
Tires - 4 or 6
Wrapping paper roll

SUGGESTED PLANS FOR PLAYGROUND EQUIPMENT

Plans For:

1. Playground Bulletin Board
2. Playground Equipment Box
3. Playground Bench


hook eyes
(playground name here)
Playground Bulletin Board
36"
30"
5'
Concrete Blocks
hasp
24"
hinges
8"
removeable tray
2"
24"
knots
rope handle
hasp eye
Playground Equipment Box
24"
48"
15
C
A
Playground Bench
Top View
3'
6'
C
2'
End View
B
A
C

Publicity 'n Recreation

1. To educate your towns on the value of playgrounds
2. To build up a friendly support for playgrounds
3. To encourage children and adults to come to the playgrounds

PRE-PROGRAM NOTICES -
This is to announce

Names and locations of playgrounds
Hours open under leadership
Program Features
Facts about Facilities

SEND TO THE NEWSPAPERS

Sports Section - game schedules
News Section - stories
Human Interest Stories
Photographs - with action
Feature Stories

PERSONAL CONTACTS

Family visits
Street "chats"

POSTERS - Everywhere in town on
Health and Safety
Special Events
Handicrafts

PARADES - Sing as you march
Orderly - Safe - Much Fun

EXHIBITS OF THE BEST - in store windows.

Handicrafts
Hobbies
Posters

Home made equipment
Game Boards
New Games Played

PLAYGROUND FLYERS - 100's of them - Made by the playground children.

TALKS - talks - talks
PTA - Civic Clubs - Women's Clubs

RADIO
Work this out with your local station

Playground Leaders' Responsibility

1. Notify the main office well in advance of any unusual events which make good publicity.
2. Be responsible for one good news story a week.
3. Keep the main office advised accurately of all games, contests, and tournament schedules.
4. Send in human interest material whenever possible.
5. Cooperate with the main office in the distribution of posters, leaflets and playground newspapers.

NEWSPAPERS ARE YOUR FRIENDS - if you are a good reporter.

Type all stories double spaced.
Write the name and playground in the top left corner of page one.
Write the date of release in the upper right corner of page one.
Make a carbon copy of everything you write for the file.
Know "deadlines" - the time of going to press. Many a good story ends in the wastebasket.
Keep your stories brief.
A good story once a week is better than a poor story daily.
When the reporters come - help them by having names of participants correctly spelled, the complete program and some little happenings that give color and life to the report.
Remember always, the five Ws - and the editor will be your friend forever.
WHO? WHAT? WHEN? WHERE? WHY?

when the People look do They See?

A BULLETIN BOARD

You cannot Run a Playground Without One

You will want in large letters:

1. The NAME of the AREA and the LEADERS
2. RULES concerning the playgrounds
3. Weekly and daily SCHEDULES
4. SCHEDULES of games, contests, etc.
5. Coming SPECIAL EVENTS
6. Samples of CRAFTS made
7. SAFETY RULES and aids
8. Citywide RECREATION EVENTS

SUGGESTED RULES FOR KEEPING AN ATTRACTIVE BULLETIN BOARD

Keep it clean - up to date and attractive
Lettering neat and easily read
Add something new each day - a motto, a joke, a drawing, a handicraft project.

Make your notices a bit startling

"Did you know that . . . . . ."
"Here's something you don't want to miss. . . ."
Jim is winner at horseshoes...

Have a plan - playground rules in one corner - New events in upper righthand corner
A place for an unexpected contribution from just anyone.

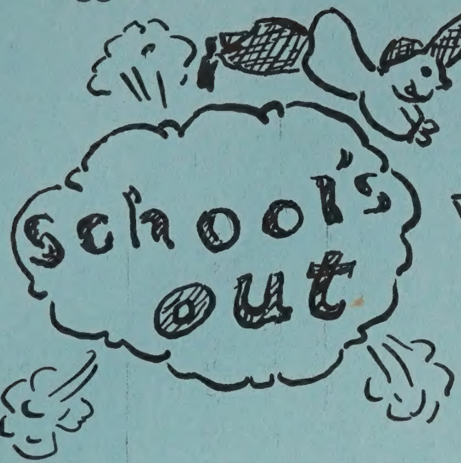
RECIPE FOR PROGRAM PRESERVE

Ingredients: PEOPLE
INTERESTS
FACILITIES
LEADERSHIP

Pour ingredients into group situation.
Mix well till group interests appear.
Weigh interests to keep program balanced.
Stir continuously with guidance.
Leadership will keep pot boiling and preserve program
Serves any number.

Henry T. Swan, Supt. of Recreation, Phoenix, Arizona

Suggested: PLAYGROUND FLYER



vacation

june
july
august

WHERE CAN YOU GO??

TO: (insert name)______________PLAYGROUND

MONDAY through FRIDAY

____A. M. to NOON ______P. M. to______P. M.

OTHER PLAYGROUNDS:

____________________ ____________________

____________________ ____________________

* * * * * * * * * * * * * * *
* WHAT CAN YOU DO? *
* * * * * * * * * * * * * * *

SPORTS
GAMES
RELAYS
NATURE

STORYTELLING
PICNICS
CRAFTS
TOURNAMENTS

SINGING
FOLK GAMES
DRAMATICS
SPECIAL EVENTS

Playgrounds Open

JUNE______through AUGUST______

THE SUPERVISORS, WITH YOUR HELP,
WILL TRY TO MAKE THESE WEEKS THE
BEST VACATION
YOU HAVE EVER EXPERIEMCED!

(insert)______RECREATION DEPARTMENT

(city)______ (state)______

Phone:__________

* * * * * * * * * * * * * * * * *

* GENERAL SAFETY FACTORS *

* * * * * * * * * * * * * * * * *

P-R-E-C-A-U-T-I-O-N is the best prevention of accidents.

Be alert ot conditions - by:

1. Make an inspection of your area, your equipment and arrange your game area so that maximum prevention is carried on at all times.

   It would be well to inspect three times daily - you should inspect before opening your playground and then carry on an inspection following the lunch hours and upon closing the area for the day.

2. Faulty and hazardous conditions should be remedied immediately. If this is not possible the area should be closed off from further use until after the situation is corrected.

Organize a SAFETY PATROL

1. A Safety Patrol composed of children using the area will not release the leader from his responsibility but it will:

   (a) Double check the leader's inspection
   (b) Make the children conscious of safety on the area

2. The Safety Patrol committee could have sub-committees on:

   (a) Clean-up squad
   (b) Equipment and Apparatus
   (c) Water Safety (fountain-pool or shower)
   (d) Accident reporting

- PHYSICAL CONDITIONS OF THE AREA -

A recreation area must not only have leadership and activity but it must be safe.

It is suggested that the leader check on the following conditions:

1. Holes and depressions under swings, slides and other apparatus.
2. Clean up glass or other sharp objects on area.
3. Correct conditions of protruding tree roots and sidewalks which are not even with the ground.
4. Maintain discipline around drinking fountain - it is not a piece of game equipment nor a mud puddle.
5. Provide a bicycle rack and see that it is used. Bicycles laying on the ground creates a hazard.
6. Give consideration to surrounding area. Do your streets have slow signs with reduced speed?
7. No tree or fence climbing.

* * * * * * * * * * * * * * * * * *

* SAFETY WITH GAMES *

* * * * * * * * * * * * * * * * * *

Area "circulation" is very important to conduct of a variety of activities on a playground area. An activity, in itself, may be safe and not hazardous but its relationship to other areas of activity is most important.

1. Establish safety zones for the protection of those moving from one activity to another. These zones should be established around swings, giant strides, merry-go-rounds and similar apparatus.

2. Be sure that cross circulation between your apparatus, net, and game areas do not interfere with one another.

3. Be sure that activities involving batted or kicked balls are not near tots areas or so located that batted balls are driven into areas where the other children are participating in an activity of a quiet nature, such as arts and crafts.

4. Be careful of swinging bats and see that the other children remain a safe distance from the batter.

5. Be sure that horseshoe stakes are clearly marked and taken up when not in use. If the stakes are of a permanent nature be sure that they are located in an area which receives very little circulation.

6. Mark your croquet wicks so that they can be easily noticed. A white piece of cloth or wick wound with colored crepe paper is a good safety measure.

7. Be sure that games using moving objects are not near walkways or the street. Children have a natural tendency to run after a ball without looking.

8. A golf course is the place to play golf. If you conduct this activity on your playground area let it take the form of clock golf or a minature golf course-here again-laid off in an area which does not receive heavy circulation . Then, only use putters and limit the swing to below the knees.

o-o-o-o-o-o-o-o-o-o-o-o-o-o

o APPARATUS SAFETY o

o-o-o-o-o-o-o-o-o-o-o-o-o-o

Playground apparatus is very fine to have on a playground area. But, it can become a liability rather than an asset if you do not consider the following safety rules and make the necessary inspections.

	Rules	Precaution-Inspections
Slides	1. Slide down feet first 2. Wait until the slide is clear 3. Use only the ladder to get to the top 4. Keep babies off the slide	1. Check footings 2. Check steps 3. Check hand rails 4. Check sliding surface and guard rails 5. Check ground at foot of slide
See-Saws - (Teeters)	1. Warn person at other end before dismounting 2. Sit, don't stand 3. Keep feet out from under the board at all times 4. Don't bump the board on the ground	1. Check the wood for possible splinters 2. Install and or check safety handles 3. Check ground beneath board where it touches for holes, tree roots, etc.
Swings	1. No standing 2. One child in a swing at a time 3. Don't run under swings when pushing swings. 4. Don't swing sideways or with a twisting motion	1. Check footings 2. Check seats particularly if wood 3. Check strength of chain 4. Check moving parts-particularly swivel sand shackles for wear-see they are lubricated 5. Check bolts underneath swing seats
Baby Swings	1. No standing 2. One child in a swing only 3. No child over 5 using the swing	1. Same as swings 2. Check chair seat for roughness and splinters 3. Check moving parts to see child cannot obtain pinched fingers.
Merry-go-round	1. No pushing by someone not on seat 2. Don't jump off while moving 3. No one under 6 allowed on apparatus 4. No excess speeds allowed 5. No standing or kneeling allowed	1. Check bearings for lubrication 2. Check seat for splinters 3. Check safety handles to see they are secure 4. Check ground beneath moving area to see it is level and equal height from ground to seat at all points 5. Check footing

Sand Box

1. Check sides to see they are not rough and splintered
2. Check sharp corners which could be fallen upon
3. Check for nails working loose

Forms and Reports

Forms, reports and records are very essential to the efficient operation of a playground. They are necessary to make current evaluations regarding the conduct, operation and program planning of one's present playground program. Too, they are most valuable to the recreation department as it relates to the total program as well as having data and information available when determining next year's playground sites, program and type of leadership.

Naturally the playground director or leader must not be burdened with maintaining a great many forms and reports but certain reports are deemed necessary and essential. Therefore, since many communities are about ready to begin their first playground program we recommend the following suggested forms and reports which should be used: (1) Registration Card (2) Attendance Chart (3) Accident Report (4) Final report and possibly (5) Combination-requisition, special events, inspection and damaged property form.

(1) REGISTRATION CARD - To be used in recording each and every individual who participates in the playground program. These cards should be kept in an alphabetical file and available for reference at any time. This form will provide you with:

- (a) the total number of individuals participating
- (b) it can provide you with the number of boys and girls in the different age brackets
- (c) it can indicate to you, from the addresses, where the participants come from and if you have a neighborhood which is not using the playground.

REGISTRATION CARD
Recreation Department ______________________, N. C.

Name ______________________ Age __________
Address ______________________________
School Attending ________________ Home Tel. __________
Family Doctor's Name ____________ Doctor's Tel. __________
Name of Center ________________ Activity ______________
Male _____ Female _____ Date __________ Name Supv. __________

(2) ATTENDANCE CHART- To be used in recording the attendance of participants in your playground program. It is valuable in determining program content for next year as well as recording this year's activities and participation.

WEEKLY REPORT FORM

NOTE- This report is very important and should be filled out carefully

CENTER ________________________ WEEK ENDING ____________

Day	Morning	Afternoon	Evening	Visitors	Totals	Weather	Periods
Monday							
Tuesday							
Wednesday							
Thursday							
Friday							
Totals							

ACTIVITIES

NOTE- Below list those activities, other than the normal everyday activity, indicating which is popular and those which were not well received or participated in by those attending your playground program.

Monday - ______________

____

Tuesday - ______________

____

Wednesday - ______________

____

Thursday - ______________

____

Friday - ______________

____

____
Director / Leader

(3) ACCIDENT REPORT- It is most essential that each playground be furnished with 4 or 5 accident report forms. It is very seldom when one is needed but they should be available for immediate use in case of a serious accident.

ACCIDENT REPORT FORM

Name of Center ______________________________

Date ____________________ Exact time of accident __________________

Name of person injured (in full) ____________________________ Age ___

Address (in full) ____

Nature of accident - Circumstances leading to accident (explain in full) -

____

What treatment was given, if any? __________________

Was a physician called? ____________ If so, on whose authority? _____

Name of physician __________________ Address ___________________

Was the person admitted to a hospital? ___________________________
(Name)

If so, on whose authority? _______________________________________

Remarks __________________________

Witnesses _________________________

____

____

____
Director or leader in Charge

NOTE - THIS REPORT MUST BE ABSOLUTELY CORRECT AND COMPLETE SINCE IT MAY BE USED AS LEGAL EVIDENCE.

(4) FINAL REPORT FORM - It is best to have a report form similar to the one below so that it may be given to the playground personnel next year.

FINAL REPORT OF THE
__________ PLAYGROUND

____________________ Prepared By

_______________ Date

1. Neighborhood:
   - A. Nature and Characteristics
   - B. Attitude of Neighbors Toward Playground
   - C. Names and addresses of prominent citizens who were of assistance during the playground season:
     1.
     2.
     3.
     4.
     5.
   - D. Additional Comments:
2. Attendence
   - A. Popularity of different days of the week

     Reasons:
   - B. Popularity of different hours of the day

     Reasons:
   - C. Ways and ideas used to promote attendence and create interest in new activities:
3. Playground participants:
   - A. Types
   - B. Ages
   - C. Names of leaders (give reasons for their influence)
4. Special Events:
   - A. Special days
   - B. Special Events (give date, method of advertising, program, attendence, general comments).
   - C. Special Exhibits

5. Games of Low Organization:
    - A. Popular Games
    - B. Advantages - location of playfields for various games
6. Games of High Organization:
    - A. Team and League organization - local and inter-playground
    - B. Popularity
    - C. Officiating of league games and officials - coaches
7. Tournaments and Contests:
    - A. Local
    - B. Inter-playground
8. Crafts
    - A. Articles made
    - B. Names of children with good skills and abilities - also, list the volunteer leaders.
9. Informal Dramatics and Story Telling:
    - A. List dramatic events
    - B. Give age groups and types of stories most popular for children and young boys and young girls.
10. Music and Dance:
    - A. Give examples of music in your program
    - B. How was dance used in the program?
11. Publicity:
    - A. Uses made of the Bulletin Board
    - B. Effectiveness of Bulletin Board
    - C. Other types of publicity used
12. YOUR SUGGESTIONS FOR FUTURE PROGRAM AND CONDUCT OF PLAYGROUND

(5) COMBINATION - Requisition, Special Events, and Inspection Form
This form is optional although it will tend to increase efficiency of administration and operation of the total program.

Recreation Report - Requisition - Special Events - Inspection Report

Center ______________________ Week Ending ______________________

Playground Requisitions

Article	Quantity	Number on Hand

Special Events Planned for Next Week

Event	Day	Hour	Equipment Needed	Approved By

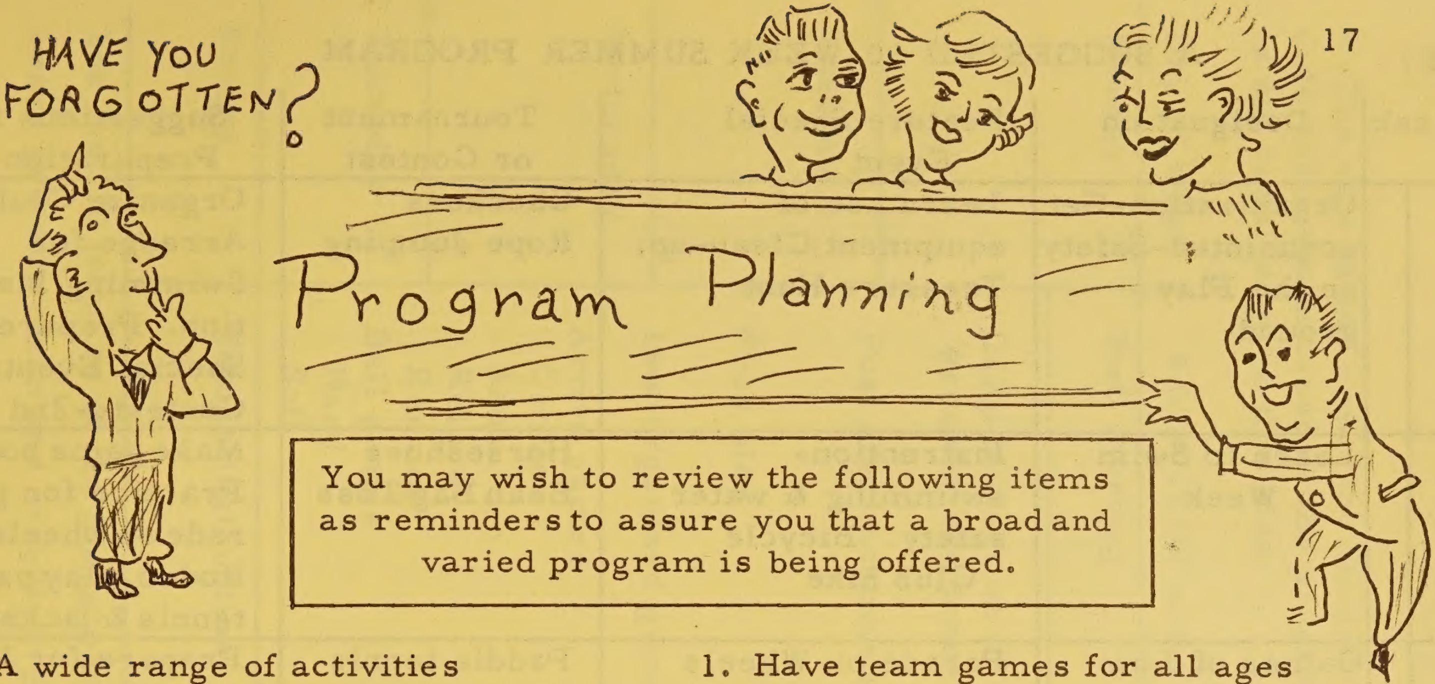
Inspection Report

Equipment	Safe	Unsafe
Swings		
See Saws		
Jungle gyms		
Sand Boxes		
Miscellaneous:		
Baseball Diamonds		
Fences		
Surface of Ground		

I hereby certify that I have personally inspected all equipment under my jurisdiction, and found same safe for use, with the exception of that equipment listed unsafe.

____
Girls' Director

____
Boys' Director


HAVE YOU FORGOTTEN?

Program Planning

You may wish to review the following items as reminders to assure you that a broad and varied program is being offered.

1. A wide range of activities
2. Include all ages - boys and girls
3. Use Good judgement in timing features
4. Provide opportunities for co-recreation
5. Have surprises now and then
6. Cooperate with other groups in order to prevent conflict in dates

1. Have team games for all ages
2. Take trips and hikes away from the playground
3. Try new games-revive old ones
4. Let there be organization - but not too much
5. Opportunities for parents to participate in games with children.

Plan Events In Advance - Advertise - Write Program Down on Paper - Check

Playground programming today requires emphasis placed upon new games, different equipment, and special days. Special events, special features, tournaments, contests, and scheduled activities such as: crafts, nature, drama, story telling and trips must have a definite day and time.

Make use of neighborhood councils, committees and volunteers.

You may want to schedule your special events and features on Tuesday (early afternoon) with postponement date on Wednesday in case of bad weather.

Then you could hold your tournaments and contests on Thursday (late afternoon) with postponement date on Friday.

Crafts could be scheduled on Monday, Wednesday and Friday - late mornings.

Story telling could be on Tuesday and Thursday early morning periods.

Drama, dance, nature, hikes, game boards, etc., could be scheduled for the early afternoon sessions.

Early morning sessions and late afternoons should be the same time when active and organized games are played.

A SUGGESTED 10-WEEK SUMMER PROGRAM

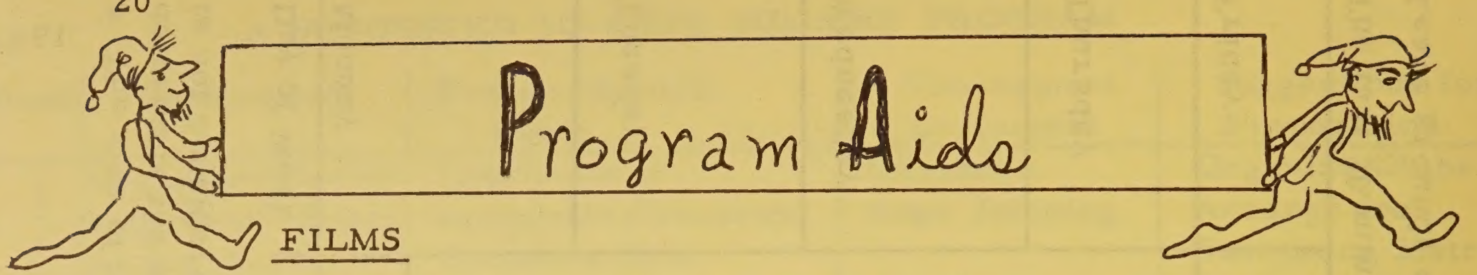
Week	Designation	Feature Special Event	Tournament or Contest	Suggestions for Preparation
1	Organization-Get acquainted-Safety on the Play-ground	Learn use of equipment;Clean-up; Treasure Hunt	Checkers Rope Jumping	Organize Clubs Arrange for Swimming Instruction. Prepare for Special Events & Contests-2nd wk.
2	Learn to Swim Week	Instruction-swimming & water safety. Bicycle Club hike	Horseshoes Bean Bag Toss	Make game boards Practice for parade on wheels-Rodeo, play paddle tennis & jackstones
3	Games of Low Organization	Parade on Wheels Bicycle Rodeo Band Concert	Paddle tennis Hand tennis Jackstones	Prepare for July 4th day. Make arrangements for Pet Show Hobby Show, Exhibit Box Hockey & Pick-Up-Sticks
4	Independence Week	Celebrate July 4th Pet Show Hobby Show Camera & Movie Exhibits	Box Hockey Pick-Up-Sticks	This column is to avoid last minute rush in preparation for one's Special Events, Tournaments & Contests. It should cause the playground personnel to plan, anticipate equipment and supply needs far enough in advance so that the department's office can make necessary purchase. This will avoid everyone running around at the last minute requesting or purchasing necessary items. It means that all purchases will be handled in a businesslike manner.
5	Sports Week	Track & Field Day Progressive Game Day Tennis Instruction Water Carnival	Bull Board Scoop	
6	Nature Week	Nature games-crafts Nature hike Activity with other playgrounds	Deck tennis Hopscotch	
7	Know Your Community	Trips to historical spots, State Park. Visit industry Radio programs	Clock golf Bubble blowing	
8	Arts & Crafts Week	Exhibit of crafts made on playground Sidewalk art show Flower show	Table Tennis Puzzles	
9	Hobby Week	Hobby Show Model Trail-all types Band Concert	Petteca Yo-Yo	
10	All Nations Celebration	City-wide Playground Closing Event Games from other lands Songs and dances of other lands Water Show	Tetherball Mumbley Peg	

* SUGGESTED DAILY SCHEDULE FOR RECREATION PROGRAM

* The size of the area, the facilities, and equipment available will determine factors, but quality of leadership will determine the success of the program. This plan is for two leaders, preferably a man and a woman. Night lighting is not considered in this plan.

Day of Week	9:00 - 10:30 a.m.	10:30 - 12:30 a.m.		2:30-3:30 p.m.	3:30-5:30 p.m.	6:00 - 8:00 p.m.
Monday	Staff meeting Daily inspection of grounds, equipment Post announcements Free play Low organized games Active games Circle Line Relays Running Ball games Hard Soft	Tournaments Checker Hopscotch O'Leary Mumbley Peg Scrabble	LUNCH HOUR No supervised activities	Swimming instructions for older age children Active games and team games		
Tuesday		Craft Musical games				Activities for special groups Senior Citizens Teen-Agers
Wednesday		Storytelling Informal dramatics		Quiet games	Special Events Pet Show Doll Show Circus	
Thursday		Swimming instruction for young age group		Arts & Crafts	Ball games	Family Groups Out-of-door Movies Band Concerts Community Sing
Friday	Tennis instructions	Storytelling Bookmobile comes by		Arts & Crafts	Ball games	

The last 30 minutes of the playground should be used for locking up equipment, putting up signs for next day, schedules, etc. Leave grounds clean and orderly. Be sure children leave or are notified that there is no supervision.

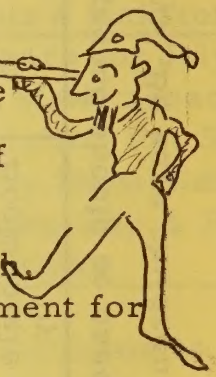


Program Aids

FILMS

Movies for meetings, for clubs, churches, and community organizations. Packaged programs in 16mm sound--many in beautiful colors all FREE. From Association Films, Inc., Ridgefield, N. J. (1,400 films available of which 175 are Free!) Send for Free copy catalogue.

First Americans, The - a public service series of 16mm sound and color motion pictures, 21 mins. on the American Indian. Available free of charge from the P. Lorillard Company, 119 West 40th Street, New York 18.
Titles are: "Seminoles of the Everglades": "Miracle of the Mesa":
"The Pueblo Heritage": "Giant of the North": "Fallen Eagle"



Five Dollar Films - Lexington, North Carolina. Write for catalogue of Amazing 16mm sound. Film rental values.

National Film Service. National School Supply Company, Inc., Raleigh, N. C. Motion pictures with a purpose. 16mm sound films and equipment for rent.

Free Film Programs - Write to Modern Talking Picture Service, Inc. Concourse Shop #51, 30 Rockerfeller Plaza, New York 20, N. Y. for a listing of many interesting and beautiful films on various aspects of American Life that may be borrowed without cost.

A bibliography of conservation films, obtainable for rental and purchase from a large number of private and governmental concerns, is available from National Wildlife Federation, Servicing Division, 232 Carroll Street, Northwest, Takoma Park, Washington 12, D. C.

NATO Directory of Motion Pictures An excellent, annotated listing of travel films, USA and foreign, all 16mm available for non-profit showing. Free or inexpensive. National Association of Travel Organizations, 1424 K Street, N. W., Washington 5, D. C. Free.

United States Government Films. A catalogue of more than 3,000 motion pictures, film strips and sets of slides. Alaphabletical. Keyed. 329 pages. Supt. of Documents, Washington 25, D. C. Price .70¢

"Better Use of Leisure Time" - Produced by Cornote Instructional Films, 65 East South Water Street, Chicago 1, Illinois.

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"Selected Reading List on Educational Television" may be secured from the California State Library, Sacramento, California. It is mimeographed.

Records 1954 Annotated list of Phonograph Records, Over 1,000 selected recordings suitable for kindergarden through high school. 42pp. Price .10¢ Order from Children's Reading Service, 1078 Street, John's Place, Brooklyn 13, N. Y.

A list of inexpensive and wonderful material for nature or any other program from the National Audubon Society, 1130 Fifth Avenue, New York 28, N. Y.

Film Library, University of North Carolina, Extension Division, Swain Hall, Chapel Hill, have films to loan.

SUGGESTED PROGRAM FOR YOUNG CHILDREN

4 - 7 Years of Age

Tot Lots meet a real need in many communities--if leadership is provided.

Essentials - a confining fence or hedge
a section of the playground
plenty of shade and grass
A GOOD LEADER

Equipment needed*

A sandbox (in shade, but sunshine should fall on it some part of day), shovels, rakes and pails, wooden spoons, cans and plastic dishes.
Low swings (with seats enclosed)
Low slides, horizontal ladders, junglegym
Table (for crafts) use miniature picnic tables, or set large tables into the ground, cover with building board of oilcloth.

*Keep equipment simple and scaled to the size of children.

Supplies

Paste
crayons
rubber balls
construction paper
newspapers
blunt nose scissors
blocks to lift
boxes to climb on
balls to roll and run after
water to paddle in and sail boats on
plenty of pull toys

Leadership - Leader teaches them to throw, catch, cooperate with other children.
They cannot stay interested in one thing for long.
- compete with each other
- use small toys that need muscular coordination
- remember safety rules

Suggested Daily Program for Tots - A well-planned morning program

Time	Tots do this	Leaders do these
8:30 - 9:30 a.m.	Free play Action songs	Check swings and equipment Rake sand box, dampen if necessary Look for trash, broken glass
9:30 - 10:30 a.m.	Running & Circle games	
10:30 - 11:30 a.m.	Crafts (paper cutting) finger painting Water play if spray or wading pool is available Storytelling	Plan activities that emphasize acting, make believe and singing Have extra games, stunts and some surprises
11:30 -	Home promptly	Make plans for several days in advance; this group needs careful planning for Be safety conscious-anticipation is better than first aid

*From Community Program Branch,
Department of Education, Toronto, Canada

PLAY ACTIVITIES FOR PRE-SCHOOL-AGE CHILDREN

ACTIVE GAMES

Children 4 - 6 Years

1. Circle games. Circle games may be utilized with equipment such as blocks or balls.
2. Ball activities. Ball activities should be included - rolling, bouncing, kicking or catching a ball in the air.
3. Running, jumping, climbing, and balancing. These activities can be combined or utilized in activities or games of chasing and fleeing, hiding and seeking, jumping or hopping.
4. Simple apparatus. Such apparatus as rings, swing, teeter, and ropes for skipping, should be provided.
5. Games of low organization. A small group of playmates may be added for very simple games with only a few rules.

SINGING GAMES

Children 4 - 6 Years

1. Rhythmical response. A child responds rhythmically in individual fashion to music in a simple game.
2. Skipping. Skipping should be added for game action as most children love to coordinate this with a song.
3. Imitation. Games can be played in which a child can imitate simple adult actions set to music. He should be shown how to make all types of actions. It should not be taken for granted that children know or can do all of them.
4. Song and game coordination. A few playmates should be added and then the children can be taught the song and game coordinations. They may then play the game and sing it as they play it.

From a course in the principles of play development with child welfare students at the University of Minnesota.
"How We Do It" Physical Education Bulletin, October, 1948

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INFORMAL BALL GAMES

STRIDE BALL

Equipment: Volleyball or Playground Ball

Players stand in circle with feet spread apart (stride position). Feet are touching neighbor's and hands are on knees. An extra person who is "It" is in the center of the circle. The game begins by "It" placing the ball on the ground and batting the ball, with open hands, across and/or around the circle attempting to bat it between a person's legs. Players must keep hands on knees until ball is batted in his direction, then the player bats the ball back into the circle to keep it from passing between his legs. Ball must be kept on the ground at all times. Players are not permitted to bat ball while it is in the air. If "It" succeeds in making ball pass between a player's legs that person exchanges places with "It". Players may not stoop or put knees together to keep the ball from passing between his legs.

ODDS AND EVEN

Equipment: Two Volleyballs, Playground Balls or Basketballs
(Variations 1, 2, 3,)

Even number of players standing in a circle. Number the players around the circle--odd and even. Give the "Evens" a ball and the "Odds" a ball (preferably have balls marked differently). Have balls on opposite sides of the circle. At signal, each team begins passing its ball to the right around the circle trying to make their ball overtake or pass the opponent's ball. A point is scored each time a team causes their ball to pass the other team's ball. Players may only touch their ball. They are not allowed to bat, catch, slap-at, or in any way interfere with other team's ball. Play until one team scores five (5) points.

CENTER BALL CATCH

Equipment: A Ball--Volleyball, Soccerball, Playground Ball or Basketball

Players stand in a circle with a person, "It", in the center. "It" tries to catch the ball, which is passed rapidly around and across the circle from player to player. If he succeeds in touching the ball, he changes places with the person who last handled the ball. If he touches the ball while a player is holding it or while it is in the air, the player responsible for letting "It" touch the ball changes places with "It". If the ball leaves the circle, play is stopped until ball is retrieved and returnes to circle. (If circle is large, two or more "Its" may be used.

CHANGE BALL

Equipment: Volleyballs, Playground Balls, Soccerballs or Basketballs

Players stand in a circle. Provide two, three or more balls depending on the number of players. The balls are spaced around the circle as the game begins. Balls are passed to the right from player to player, and upon the signal, "change" by the leader, the balls are immediately passed in the opposite direction. This continues until some player fails to catch a ball and that player must drop out. Balls are then spaced around the circle and the game continues. Game ends when there is one less person than the number of balls in the game.

STOP BALL

Equipment: Volleyballs or Playground Balls

Divide into two teams. The fielding side scatters over the playing space while the side at bat lines up, single file. One player (pitcher for team in field) "lobs" the ball (underhand pitch) to the head man in the single file. That player hits the ball with his fist and immediately starts running around his teammates who remain standing in single file. The fielding side scurrles to line up single file behind the player who fields the ball. When they have all lined up they yell "Stop!" The batter halts immediately. One point is scored for each complete circling of his line. The fielding team remains lined up single file at the point where the ball was fielded to become the batting team. The team that had been at bat now becomes the fielders.

DONKEY

Equipment: A Dodge Ball--Volleyball or Playground Ball

Players stand in a circle with four to seven players in the center with their arms hooked around the waist of the person in front of them, thus forming "the donkey." The game is played like dodgeball--players in the circle passing the ball around and across the circle attempting to hit the "tall" of the donkey. The tail of the donkey is the last player of the group in the center of the circle. The other parts of the donkey attempt to protect the "tail" by stopping, batting or kicking the ball. The person who successfully hits the "tail" of the donkey, becomes the "head" while the player who was the "tail" takes that person's place who has been in the circle. Caution--keep circle 15 to 20 feet from the donkey.

HIT THE DIRECTOR

Equipment: Volleyball or Playground Ball

All players form a circle with "the director" or an "It", in the center. the players decide on a number (such as 9-10-14-11). The "director" tosses the ball to players in the circle, who catch the ball and toss it back to the "director" (count aloud each time). Let everyone in the circle shout, with the catcher, the number of the count each time. The "director" tosses the ball to another player in the circle who catches the ball; all in the circle shout out the next number, etc. The catcher tosses it back to the "director". This procedure continues until the chosen number is reached. Then the game becomes dodgeball. Players in the circle try to hit the "director." The player who is successful in hitting the "director" becomes the "new director" and the game begins again.

***VARIATION: Another way to play the game: When the number decided upon is reached, the "director" has privilege to run in any direction, within a given area, with the players in pursuit, thus breaking up the circle, Players are not permitted to run with the ball. They must pass ball to other players in order to hit the "director."

SOAKIE

Equipment: Volleyball or Playground Ball

All players stand shoulder to shoulder in a circle. Players number off consecutively around the circle. One person drops the ball in the center of the circle at the same time calling the number of one of the players--never his own number. All the players scatter as far from the ball as possible (within an agreed upon area) until the player, whose number is called, retrieves the ball and yells "STOP!" Then all players must come to a complete stop. The player with the ball attempts to hit one of the players. Players being thrown at may not lift more than one foot in dodging the ball. One foot must be in contact with the ground at all times. One "dub" is scored against the player hit. If the ball misses all the players, one "dub" is scored against the player who threw the ball. Any player getting three "dubs" against him must stand against a wall, fence, tree, etc., while the rest of the players line up and try to hit him with the ball. Player against wall must stoop over with their back toward the throwing line. (Bow head so it is not exposed). After all players have thrown the ball the player being thrown at losses all his "dubs." The person when hit by a thrown ball throws the ball into the circle the next time. All other players retain their "dubs." If no one is hit by the player whose number is called, he throws the ball in the circle the next time.

SPUD

Equipment: Volleyball or Playground Ball

Players stand shoulder to shoulder in a circle and number off consecutively around the circle. One player tosses the ball into the circle calling a number, but not his own. All players scatter, except the person whose number is called. That person retrieves the ball and yells "STOP!" Then all players must come to an immediate halt. The player with the ball attempts to hit any one of the other players. Players may lift only one foot off the ground in dodging athrown ball. If sucessful, the players "scatter" again, except the one hit with the ball. He must retrieve the ball and yell, "STOP!" When no one is hit, then a "dub" is scored against the player who failed to hit one of the players. When a player gets three "dubs" against him, he must bend over again a wall, fence, tree, or post, etc., while the other players line up and have one thrown each at the player. This clears all "dubs" on the player against the wall.

MOUNTED SPUD

Equipment: Volleyball or Playground Ball

Players select a partner--the larger is the horse, the smaller the rider. Players mount their "horses" and stand shoulder to shoulder in a circle. Players number off consecutively aroud the circle--"horse and rider" having the same number. One person drops the ball in the circle, calling any of the

(Mounted Spud cont.)

numbers except his own. All "horses" immediately scatter, except the one whose number was called. That "rider" jumps off his horse and retrieves the ball yelling "STOP!" The "rider" mounts his "horse" and attempts to hit one of the other "riders." Each time a "rider" or his "horse" is hit it counts as a "dub" on that couple. The players return to the circle and the team which was hit drops the ball the next time. When three "dubs" are scored on a player and his horse, both of them stand against a wall, fence, tree or post and the other players line up and throw at them. (Bow head so it is not exposed). This removes all the "dubs" on a "rider" and his "horse" and the game continues.

SPOT BALL

Equipment: Volleyball, Playground Ball or Tennis Ball

Draw a circle from three to six feet in diameter. Divide it by a line down through the center. One-half of the players are on one side of the dividing line and one-half on the other side. A live rubber ball is used (a rubber playground or volleyball will do). The server bounces the ball and then bats it with his hand so that the second bounce is within the "spot". The opponents return the ball by hitting it, trying to have it land within the circle on the first bounce. This continues until one side fails to hit it within the circle. After the serve the ball is dead whenever it touches the floor or ground outside the "spot." A player must not step over the line nor on the rim of the circle. Neither may he reach over into the circle to hit the ball. Points are scored as in volleyball.

SLUGBALL

Equipment: Volleyball or Playground Ball

The playing field consists of a batter's box and one base. The base is usually 20-35 feet from the batter's box. Players scatter over playing area. Three people are chosen as batters. They constitute the batting team. All players play individually in this game. A catcher and pitcher is chosen, the rest of the players are fielders. The object is for the batters to remain "at bat" as long as possible, while the fielders attempt to put them out. One "out" retires the batters. The batters may be put out in the following manner: (1) Tagging them with the ball. (2) Hitting them below the waist with ball or (3) by tagging the base ahead of the runner. In order to put out a runner, the ball must be passed among three different people on the fielding side. A fly ball is not an out if caught, since each batted ball must be handled by three persons. More than one player may occupy a base at the same time; however, one player must always be at "home" to bat. When a batter makes an out all three players are out and the three persons handling the ball on the put out become the batters. The retired batters then become fielders.

SAFETY ZONE BALL

Equipment: Volleyball or Playground Ball

Two safety zones are marked off sixty feet apart. Players who take the field scatter themselves so as to guard all the territory where a ball is liable to be hit. The pitcher "lobs" the ball up easily with an underhand throw. "Hard" pitching is barred. If the batter chooses not to run he remains with in the safety zone and steps to one side to be ready to run when some player happens to hit the ball far enough to make it safe to run. However, if this decision of choosing not to run is continued until the supply of batters is exhausted the side is automatically out. A player is out: (1) When he knocks a "flyball" which is caught, (2) When the batted ball is fielded and he is hit with the ball below the waist while he is outside the safety zone. A player fielding the ball must throw from where he gets the ball. Therefore, often it is best to relay the ball to a teammate who is in position to hit the runner. Three outs are allowed to a side. (Do not introduce the following rule until the group gets familiar with the game.) Immediately when a side is retired the fielding side must hurry to get past the batting safety zone. The batting side rushes out to get possession of the ball. If they hit one of the opponents before he can reach a safety zone, they stay at bat. Therefore, when a fielder catches a "fly" he shouts to his teammates and tosses the ball straight up in the air, rushing for safety and calling on all teammates to do the same. When a runner has been hit there is the same rush for safety on the part of the fielding team.

A runner scores when he goes down to the safety zone and back to the "batting" safety zone, though he does not have to make the trip down and back on one play. There is no limit to the number of runners who may occupy a safety zone at one time. A player may only run on a batted ball. There is no "stealing of bases" allowed.

GERMAN BAT BALL

Equipment: A Rubber Playball or Volleyball

The playing field consists of a batter's box and one base. The base is usually 40-60 feet from the batter's box. Any number of players may be used, the sides being evenly divided. The first batter steps up and hits the ball with his hand. The ball must hit within the playing field to be fair. Three strikes are allowed. When the ball is hit the batter must run around the base and back to the batter's box. He may hesitate at the base. The runner may duck, zigzag and in other ways try to avoid being hit. The fielders retrieve the batted ball and try to hit the runner with it. A fielder is allowed to take only one step with the ball in his possession. He may not hold the ball for longer than five seconds, nor is he allowed to bounce it. He may pass it to another player, but two players are not allowed to pass the ball back and forth from one to the other more than twice, before passing it to a third player. A batter is out when he hits a fly that is caught or when he is hit below the waist by the ball which is thrown by a fielder.

PING PONG BASEBALL

Equipment: A ping pong ball and a paddle

Two teams are chosen; one goes to bat and the other into the field. The game is just like softball except the pitcher pitches a ping pong ball to the batter who must hit it with the paddle.

The bases are shortened--also the distance between the pitcher's box and home plate

This is a good family fun game or mixed teen-age group game.

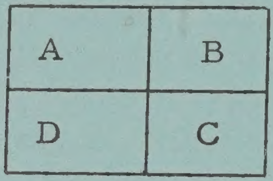
FOUR SQUARES

Equipment: Volleyball or Playground Ball

Area: 16 ft. by 16 ft. divided into four equal squares - A, B, C, D. A smaller area may be used.

Number of players: Four. One in each square. Any number in the waiting line.

Object of the game: Players to advance to square D and remain there as long as possible.



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Action: One player stands in each square. The player in square D starts the play. From a bounce he strikes the ball with either one or two hands, directing the flight of the ball so that it bounces in one of the other squares. The player in the receiving area keeps the ball in play by striking it off the first bounce only, and by directing the flight of the ball to one of the other three areas. Play proceeds until one of the players foul or fail to return the ball properly. When this occurs, the offending player is eliminated and goes to the end of the waiting line. Players behind the offending player all move up one area. The waiting line's first player always moves into square A.

Rules: The ball must arch. If struck downward it is a foul. The server stands in the center of square D and gives a fair service. A fair serve is one which bounces at least one foot (12"). A player may go anywhere to return a fair ball - out of court or into another square.

Fouls: a) A ball that hits a line (any line).
b) A ball struck with the closed hand (fist).
c) A ball that hits a player while that player is standing in his own square. The foul is committed by the player struck by the ball. If a player is outside his court and hit by a ball on the fly, the player that hit the ball has committed the foul.

If two players persist in playing the ball only to each other, a rule may be added requiring a player to return the ball to any other square than the one from which it was received.

CIRCLE GAMES

TWO DEEP -- THREE DEEP

Players stand in a circle facing toward the center. Two extra players start outside the circle--one is the runner and the other the chaser. The object of the game is for the chaser to tag the runner. The runner may save himself by entering the circle and stopping in front of a player. That part of the circle having been made two deep, the outer player becomes the "new chaser" and must try to tag the "old chaser" who becomes the runner. If the chaser tags the runner they change places--the runner becoming the chaser and the chaser becoming the runner. The tagging and chasing is done on the outside around the circle. Cutting thru the circle is not permitted.

If group is large, form the players into a double circle, players standing one behind the other facing the center. This makes the circle "three deep" when the runner enters the circle and stands in front of two players. The third person then becomes the tagger.

NUMBERS CHANGE

All the players stand in a single circle facing the center of the circle. One player takes his place in the center of the circle while all the other players count off consecutively around the circle. He calls two numbers and the persons whose numbers are called must change places. In the process of changing places the center person tries to get one of the places. The person left without a place becomes the center player. This may be played indoors with the players seated.

FACE TO FACE

The partners stand facing each other in one large circle. One odd player stands in the center and calls "Face to Face", "Back to Back", "Face to Face", "Back to Back", the players taking their positions accordingly. When he calls "All Change," the players must take new partners. The center player tries to get one too. If he succeeds, the person left without a partner must go into the center and give the commands. This game should not be used in a group of more than 50 players.

FIRE IN THE MOUNTAIN

All the players except one form a double circle facing inward, each in the outer circle standing directly behind his partner. The extra player, who is "It," stands in the center. When he calls "Fire in the mountain! Run, men, run! " the players in the outside circle begin immediately to job around while "It" and the players of the inside circle clap their hands. When "It" stops clapping, he and the inside players hold their hands over their heads as a signal that the outside players are each to try to get in front of an inside player. "It" tries to do the same, and the player left out becomes "It" for the next time.

GIVE

Formation: Teams of 10 or 12 stand at one end of the room of playground. Each player on the team is given a number--1 to 10 (or 12). Number 1 of each team is the first runner--number 2's are second, number 3's are third, etc.

Action: The leader stands about 20 feet away from all teams and says, "Please bring me a ____________." Each person on each team works fast to produce the article called for, gives to the runner who delivers it to the leaders. One point is scored for the teams whose runner gets there first. Articles such as belt, tie, sox, white shoe, folded chair, white flower, etc., cause fun and commotion.

FLYING DUTCHMAN

All the players except two join hands in a circle. The two who remain outside join hands, walk around the outside of the circle, and tag the joined hands of any two players. These players immediately chase the taggers around the circle, trying to catch them before they get into the empty space of the couple trying to tag them. Persons tagged must keep hands joined while running. There are no partners, because a player may have to run with either of his neighbors.

SLAP JACK

All the players form a circle, clasping hands. One player runs around the outside of the circle and tags another player as he runs. The one tagged immediately leaves his place and runs in the opposite direction. The object of each runner is to get back to the empty space first. The one that succeeds remains in that place, the other one becomes the runner. This is sometimes varied by having players bow, shake hands, say "Good Morning, Good Morning, Good Morning," do a docey-do, hook right arms and walk in a circle, hook left arms, do a little jig, etc. If the group is such that it becomes an obvious hazard to all them to run, this will prevent head-on-collisions by the runners.

BEATER GOES ROUND

All the players except one stand in a circle with their hands behind them. One player goes around the outside carrying the "beater" - a rolled-up newspaper, towel, or stocking filled with cotton. He puts the "beater" in someone's hand and steps into that person's place. The one who receives the "beater" immediately begins to "beat" his righthand neighbor. The neighbor runs around the circle and back home trying to avoid the beating. The beater then goes around the outside of the circle and gives the "beater" to someone else.

POISON

Three or more objects are set up in the center of the circle. The objects may be Indian Clubs, balls, tin cans, or large sticks set against one another. Chalked circles or squares on the ground may be used. Players join hands in a circle and try to push or pull one another over the objects. Any player touching or knocking over the objects are poisoned and must drop out of the game. If two players let go of hands, both must drop out.

SQUIRRELS IN TREES

Two players join hands while a third person stands between their joined hands. This represents the "tree" and the "squirrel." Two extra players are the squirrel and the fox. The fox chases the squirrel who runs for the safety of a tree. The squirrel in that tree must get out and run for the safety of another tree. If the fox catches the squirrel outside a tree, that squirrel becomes the fox and the fox becomes a squirrel. Change the trees frequently by having the squirrel change places with a person who is a tree. This gives all a chance to be the fox or squirrel. If a group is large, have three persons form the tree with a squirrel in the center. This forms circles of fours.

POORHOUSE

Formation: Couples sitting with hands joined in a semi-circle or horseshoe formation. At the open end of the horseshoe, place two chairs and have them facing the other chairs. Number off couples, including the couple in the center. This couple is in the "Poorhouse" and this is the position in which they do not want to be.

Action: Two numbers are called by the couple in the "Poorhouse" and three couples (with hands still joined) run to change places. The couple in the "Poorhouse" tries to get into one of the places left vacant in the change before the other couple reaches it. The extra couple goes to the "Poorhouse." If the couple occupying the "Poorhouse" calls "House Afire" all couples have to change. Keep original numbers always.

BULL IN THE RING

All the players form a circle, clasping hands. One player "the Bull" is placed inside the ring. In this game the "Bull" breaks from the ring without assistance. When the "Bull" gets out of the ring, he runs with the other players in pursuit. The player who tags the "Bull" takes his place in the circle as the new "Bull."

CAT AND RAT

All the players except two join hands in the circle. One player is chosen to be the rat and stands inside the circle. Another is the cat and takes his place outside. The cat tries to catch the rat. The players favor the rat and allow him to run in and out of the circle, but they try to prevent the cat from following him by raising and lowering their arms. When the rat is caught, the cat and the rat join the circle after choosing two other players to become rat and cat. A second cat may be sent to help a cat who is slow, or the circle may slowly count 25 and then demand that the players select a new cat and rat.

HOT POTATO

All the players except one stand in a circle. A knotted bandana, towel or a bean bag is passed or thrown from player to player. The odd player in the center tries to catch or touch it. If he does, the last player in the circle to touch it becomes "it." If the bean bag or towel goes outside the circle during the game, it is declared "dead" and is not in play until it has been returned to the circle.

If the group is large, put two players in the center of the circle.

SPOKE TAG

Formation: Groups of 5 or 6 players stand in file formation facing the center (the hub). Lines radiate like the spokes of a wheel. One player is "it." He walks around the outside of the wheel and tags the end player in one spoke. That player taps the player in front of him on the back and the tap is passed on to the first player (the one nearest the hub of the wheel). As soon as he is tagged, he calls "Hike." All the players in that spoke ("It" included) run to the right, around the outside of the other spokes until they complete the circuit. They line up in single file again in the order in which they return. The last player back is "It" for next time.

RUN FOR YOUR SUPPER

Formation: All players but one join hands in a circle.

Action: The odd player runs outside the circle and holding out his arms between two players says, "Run for your supper." These two players then run around the circle turning away from each other so they run in opposite directions. Meanwhile "It" steps into the vacant place in the circle. The player who returns last to the vacant place beside "It" is "It" for the next game.

The game may be varied by skipping, galloping, etc., or by having players do some action as they pass each other enroute around the circle.

MOUSE TRAP

Played like London Bridge except it is dramatized. The arch is the mouse trap and the players are little mice who run around on tiptoe in single file. When the leader calls "Snap" the trap descends and any mouse who was going under it is caught. He goes to the middle of the circle and waits until another is caught and they make another trap on the other side of the circle. Continue playing until all but one mouse has been caught and it is the winner. Notice that there is no elimination of players. Every child is either a mouse or a trap!

DUCK, DUCK, GOOSE

Formation: A circle of players stooping. One player is "It" and stays outside the circle.

Action: "It" goes around the circle tapping each player on the head and saying "Duck" as he does so. When he comes to the one whom he wishes to tag, he says "Goose." That player immediately rises and chases "It" around the circle to the vacant place in the circle. If caught the same child is "It" again but if he gets to the place safely, the Goose is now "It" to repeat the game.

LINE GAMES

ELECTRIC SHOCK

Players on each team stand side by side with hands joined. Teams face each other. At signal, first player presses the hand of the second, the second presses the hand of the third, and so on down the line. As soon as the hand of the last player has been pressed, he holds his hand in the air. This can be fun if the leader mixes-up the group by telling each captain the number of presses each time. Vary the number of squeezes -- 2, 3, 5, 7, etc. This may be a contest by scoring a point for the team with the correct answer. This will also cut out unnecessary "squeezing" of hand by the players; that is, prevent "horseplay."

HUNTER, GUN, AND RABBIT

The fun in this game is not so much in what the players do but in how they look when they are doing it. The game consists of 2 teams trying to out-guess each other in choosing the word which scores highest.

Score: Hunter scores over Gun (because the hunter can control the gun).
Gun scores over Rabbit (because the gun can kill the rabbit).
Rabbit scores over Hunter (because the rabbit can run fast and escape).
If both teams assume the same pose, no score is made - it is a tie.

Positions: Hunter - - - - - - arms fold on chest.
Gun - - - - - - arms extended as though holding gun.
Rabbit - - - - - - place hands on head like ears of rabbit.

To play the game, the two teams line up facing each other about 10 or 15 feet apart. The first person in each line is the Captain and decides on the word and then goes down his team telling each person the same word. He then stays at the foot of the line. At the signal of the leader each team takes the position of the word given by his Captain and the one with the higher one gets the point. Number 2 then becomes Captain, etc., so each person has a chance to decide the word. Play for the first line to get 8 points or whatever the game is. After players are familiar with the game, penalize the team for any errors in pantomine. (If everyone is doing Gun except one careless player who is doing Rabbit, his team loses the point even though the word outrated the other team.)

ROCHAMBEAU (Pronounce: Ro-cham-beau)

This is much like Hunter, Gun, and Rabbit, so do not use in the same program. Two lines of players facing each other. A captain stands in front of each line with his back to them. With his hands behind him, he signals the object his line is to represent, choosing one of the following: rock, scissors, or paper. The symbol for rock is a closed fist; for scissors the forefinger and middle finger are separated and brought together as though cutting; for paper the open hand is extended. When signals have been given the leader says, "Ready? Ro-cham-beau!" Upon "Ready" everyone holds his closed fist high in the air. At "Ro" he brings it a fourth of the way down, at "Cham" halfway down, and at "Beau" he makes the sign his team has chosen. Scores are awarded on this basis: paper wraps rocks; rocks break scissors; and scissors cut paper. In this game, Captains may or may not change. The number of points for a game may be chosen at the beginning of play.

CROWS AND CRANES

The two lines of players stand about 3 feet apart facing each other. A base line is marked about 30 feet behind each line of players. The base line should vary in distance from the line of players according to the space, age of players, and occasion. One team is designated "Crows" and the other "Cranes." If the leader calls "Cranes," the Cranes turn and run back toward their base line endeavoring to reach it without being caught by any of the Crows. Any players who are caught go to the side of the catcher. If the leader calls "Crows," these players run in the same manner. The team having the larger number of players at the close of a given time wins. The game may be made more interesting if the leader drawls the "r" in either Crows or Cranes so that the players are not at first certain which word he is going to say.

KEEN EYES

Players stand in 2 lines facing each other. Each person observes closely what the one opposite is wearing. Team A is told to turn around and Team B is given a minute to make three changes in costume (untie a shoe lace, unbutton a button, turn a belt around, etc.). Team A then turns around and each person on the team in turn is given three guesses on what the change was. Score one point for each correct answer. The second time the game is played, the opposite team does the changing.

SLAP TAG

Two teams line up facing each other about 15 or 20 feet apart. Players of Team A extend their hands in front with palms up. A player from Team B crosses over to Team A and goes down the line touching each pair of hands. When this player decides which player of Team A he wishes to tag, he hits that person's hand not only on top but on top and underneath. He immediately runs back to his own line chased by the player whom he hit twice. If the player from Team B reaches his line without being tagged, he is safe. If he is tagged, he becomes a member of Team A. The chaser from Team A then taps the hands of Team B and the game continues. The team having the largest number of players at the end of the game wins.

UNDER THE ARCH

Formation: Two lines of equal length facing forward in file formation. Players are numbered consecutively from front to rear of line.

Action: Leader calls two consecutive numbers; for example, 4 and 5. Immediately 4 and 5 of each team turn sideways to face each other and form an arch by raising both arms. The players behind them then run in single file under the arch, swing around, head to the back of the room and come back to position again. At the same time the players in front of the arch run to the rear, join on to the end of the file, follow it through the arch and take their original position. When all are through and every player is standing in his original position and at attention, the game is through and which ever line does it first is the winner. Leader calls numbers at random but always consecutive numbers. Notice that the running is always from back to front under the arch.

LIVE TIC TAC TOE

Two teams - one of boys and one of girls - nine chairs are arranged in 3 rows of 3 each. The game is played exactly like the pen and paper game - the boys take the part of O and the girls X. Players sit one at a time as their turn comes up first a girl sits and then a boy, etc. The side wins which first gets 3 in a line, horizontally, vertically, or diagonally.

+ + +
+ + +
+ + +

LEFT HAND RACE

Two lines, or divide group into equal number of lines, of equal length stand facing each other. The players in each line hold right hands with the player directly opposite in the opposing line. A rubber ball or tennis ball is given to the leader in each line, and at the signal the ball is passed down the line from the left hand of one player to the left hand of the next player, and so on down the line and back again to the leader. The ball may only be passed with the left hand. If the ball is dropped, it must be retrieved by the person dropping the ball and return to place in line and continue passing ball in its proper direction.

Action of passing balls:
1. Pass ball to end of line and back to leader.
2. Pass ball to end of line and last person bounce, catch, and pass back to leader.
3. Each person bounces and catches ball going down the line. As soon as last player bounces and catches ball, he passes ball back up the line to the leader.
4. Each player bounces and catches ball going down the line. As soon as last player in line bounces and catches the ball, he must run ten feet and touch wall. Come back to line, bounce and catch the ball again (using left hand throughout) and passes it to next person in line and each person bounces and catches ball back up the line to the leader. Score a point for each feat for line that finishes first in each race.

STEAL THE BACON

The players stand facing each other in two lines 10 to 15 feet apart. Each player takes a number, one line beginning to number from one end, the other line from the other end. Thus, if there are 10 persons in each line, player Number 1 will be opposite Number 10. A handerchief is placed on the ground between the lines. When the leader calls a number, for example, Number 7, each of the two players numbered 7 runs out and tries to snatch the "bacon" (handkerchief) and get back home (to his own place in line) without being tagged by the other one.

The game is scored thus: If a player gets home with the handkerchief and without being tagged, his side makes 2 points; if he is tagged before he gets home with the handkerchief, the tagger's team makes 1 point.

The players will find the game more exciting if they wait, pretend to snatch the handkerchief, then quickly take off home.

STREETS AND ALLEYS

All the players except two stand in several parallel lines making ranks and files with four or more players in each. These lines should be far enough apart so that the children in one can just clasp hands with their neighbors in the next line either way. The two extra players act as thief and policeman. The players join hands across the ranks forming streets. Then the thief runs and the policeman tries to catch him. When the leader says, "Right Face!" the players face right and join hands along the file forming "alleys" at right angles to the "streets." To make the game lively, the command to change from street to alley should be given often. The thief and the policeman must keep to the streets and alleys! They are not permitted to break through the joined hands nor to go under them. When the policeman catches the thief, two other players take their places and the former thief and policeman step into the places left vacant.

BLACK TOM

Two parallel lines are drawn on the ground with a space of from 30 to 50 feet between them. All the players except one stand beyond one of these lines. In the middle territory between the lines the one player who is chosen to be "It" takes his place and cries "Yellow Tom! Blue Tom! Black Tom!" When "Black Tom" is called, the other players must all rush across to the opposite line, being chased by the center player, who catches any that he can. Anyone that he catches joins him thereafter in chasing the others.

The particular characteristic of this game lies in the fact that the center player, instead of saying "Black Tom," may trick or tantalize the runners by crying out "Yellow Tom," or "Blue Tom," or "Red Tom," or anything else that he chooses. Any player who starts before "Black Tom" is called is considered captive and must join the players in the center.

Another way of giving a false alarm is for any one of the center players except the original "It" to give the signal for running. Any runner starting in response to such a signal from any of the chasers, except the original "It," becomes captive and must join the players in the center.

The last one to be caught is center player or "It" for the next game.

SIMON SAYS

The players stand in a line or semi-circle facing the leader. Each player must repeat the action of the leader. The leader says, "Simon says, 'Thumbs Up!,' whereby he places his thumbs upward. The players must all do likewise. The leader then says, "Simon says, 'Thumbs Down!'" whereupon he turns his own hands over so that thumbs point down, the others imitating him. He may then say, "Simon says, 'Hands on Hips!,'" or any other motion, and the players follow the motions of the leader.

If at any time the leader omits the words, "Simon says," and goes through the movements simply with the words, "Thumbs Up!," "Thumbs Down!," or "Hands on Hips!," the players must keep their hands still and not imitate his movements. Any player imitating him under these circumstances must either pay a forfeit or become leader, or both, as may be decided beforehand.

QUIET GAMES

FIFTY SIX

Players are seated in a circle. Using 7 as the number which can never be said aloud, the players start counting aloud going clockwise around the circle.

When counting reaches any number which includes a 7 or a multiple of 7 that player must clap his hands instead of saying the number. After each clap, the play reverses and goes in the opposite direction.

Example: 1, 2, 3, 4, 5, 6, clap. Opposite direction, 8, 9, 10, 11,
12, 13, clap. Opposite direction, 15, 16, clap, etc., etc.

When an error is made, a new game starts. Having two circles play simultaneously and the object of the game is to see which one can reach Fifty Six first.

HOT AND COLD

Equipment: An empty tin can and a pencil.

Action: One player is sent from the room while the group decides on some action he is to do on his return.

He comes back and is guided by the hitting of the pencil on the bottom of the can. If it is loud he is in the wrong place; but if it is soft he is near the place or person involved in the action. If the action has two parts the group stamp their feet to indicate the completion of the first part and clap their hands at the completion of the second part. Encourage the person who is following the noise on the can to keep in constant motion, trying new directions and new actions in an effort to guess the right one.

Standing still and just thinking slows up the game.

HUCKLE BUCKLE BEAN STALK

All players leave the room (or close their eyes) while one person hides an object (thimble, penny, button, etc.) in plain sight but not easy to see. It must be visible without moving an object. The players return (or open their eyes) and start looking for it. When a player sees it, he takes his seat and when seated says "Huckle Buckle Bean Stalk."

The game continues until all have found it or until the leader declares the game over. The first one to see it may hide it the next time.

I KNOW CLUB

Formation: Group is seated. Everyone must be informed about some subject in order to be admitted.

Leader says, "I know law, so I am admitted." "What do you know?" Any subject which contains the letter "I" is refused admission. Players must guess what the clue is.

KALEIDOSCOPE

Formation: Players are seated except 6 or 8 who stand in a line facing the rest of the group. Each person in the line chooses the name of a color (or animal, flower, city, bird, etc.). He names it out loud. Players who are seated then close their eyes and those who represent colors change places in the line.

When rearranged, those who are seated when called upon individually try to name the colors in their new arrangement.

MATCH GAME

(May be played with sticks, stones, or bottle caps, or checkers)

Twelve matches (or other objects) are placed in three groups.

Five in the top row	11111
Four in the second	1111
Three in the third	111

Two players alternate in taking matches away. There is no limit to the number that may be taken at one time - but they may be removed from only one row at a time. (For example: A player may take 4 from the top row but not 2 from that row and 2 from the middle row.)

Object of the game is to force one's opponent to take the last one. A point is scored for each game won.

GOSSIP

The players sit in a circle, and the leader whispers a brief sentence to his neighbor on the right, who passes it to the right-hand neighbor until it has gone around the circle to the leader again. The leader then says it aloud and gives the original sentence.

This game also may be used as a relay race for a large group. The sentence is whispered to the leader of each team, and each leader whispers it to the next person in line, who passes it to the next. So it goes on to the last player who runs to their leaders and tell what they heard. The team finishing first wins, but the final messages are usually more entertaining than the competition among the teams.

WHAT AM I?

A player leaves the room and the group decides what animal he shall represent. The player is recalled and tries to discover what he represents by asking questions about himself that may be answered by "Yes" or "No." For instance, he may ask "Do I pull wagons?," "Do I eat Grass?," "Do I have long floppy ears?" When he has identified himself, the person whose answer helped him make the discovery leaves the group next.

SHOPPING

A player who is the shopper walks around, stops before one of the groups, and says, "I'm going to Denver. What can I buy?" He then counts to ten. Before he finishes counting, the player whom he is standing before must name three objects, that being with "D" (as dishes, dogs, doughnuts). If he fails, he must take the place of the shopper. Any city may be named. The things to be bought must always begin with the city's initial.

BEAST, BIRD OR FISH

The players are seated in a circle. One player in the center with a knotted handkerchief. This is tossed to one of the players by the one in the center who says quickly one of these three classes of living things: Bird, Beast, or Fish and immediately counts to ten. The player who has caught the handkerchief must name some beast, bird, or fish according to the class named by the thrower. This must be done before the thrower has finished counting to 10. For instance, the thrower will say as he tosses the handkerchief "Bird" whereupon the player who catches it must name a bird while the thrower counts 10. This must not be a repetition of any bird previously named in the game. Should the player who catches the handkerchief fail to meet the requirements, he changes places with the tosser. Should he succeed, the tosser repeats the game by throwing to some other player.

HUMAN CHECKERS

Formation: 7 chairs with 3 boys seated on one side and 3 girls at the other side with vacant chair in center.

Object: Change players in opposite sides by moving one at a time, jumping one at a time and never moving backward. Finish in 15 moves. Persons may jump own sex as well as the opposite sex.

Solution: Man slides, lady jumps, lady slides, 3 men move, 3 ladies move. 3 men move, 2 ladies move, 1 man moves.

Note: Pennies and nickles, small and large glasses, etc., may be used to play the game.

MORRAH

Formation: Players seated in circle formation. One person chosen to start the game. All have hands in front of them and are to show a number of outstretched fingers. Before the fingers are quite out, the leader calls a number and at the same time has his fingers (the amount called) extended. All those who have the same number out are eliminated and stand back of their chairs. The object is that all should read the leader's mind and not extend that number of fingers. The player to the right of leader calls the next number and the next to his right calls the third, and so on. This really is exciting especially when there are only two left. The last person to be seated is the winner.
Variation: All players who extend the same number of fingers as the one calling the number is one point. 12 points decide the contest.
Note: Do not use both of the above for the same party.

BANDIT

Formation: Single circle with all seated, facing the center. One person is chosen to start the game.
Action: When "it" points to one of the players in the circle and says, "Bandit" that person must put both hands over his own ears. The person to the right of the bandit must put the hand nearest to the bandit over his own left ear, while the person on the bandit's left puts his nearest hand over his right ear. If anyone of the three makes a mistake by using two hands when only one is to be used, or covering the wrong ear, or failing to react at all, or is the last to get into position--that person is eliminated and stands back of his chair. The last two persons to be seated are the winners.

FIND THE LEADER

The players are seated in a circle. Select a player to act as "It" and have him leave the room. The players then select one of their number to act as their leader. "It" is then called into the center of the circle. The one selected as leader slyly starts some motion such as waving his hand, making faces, or kicking a foot. All immediately imitate the leader. "It" keeps watchful eyes on everyone, frequently turning about suddenly in an effort to find who is starting the motions. When he succeeds, the leader becomes "It."

PERCOLATE

One player leaves the room. The others decide on a word denoting some action, such as "walking," for instance. The player who is "It" endeavors to discover what the word is by asking questions. The players are permitted to answer only "Yes" or "No." "It" may ask any player as many questions as he desires, or he may be limited to three questions per person. "Do you percolate with your hands?" A clever questioner will soon locate the selected.

MY GRANDMOTHER

The leader announces, "My grandmother doesn't like tea, but she likes coffee." It goes from player to player, each saying, "My Grandmother doesn't like tea, but she likes." If a player calls any word with the letter "T" in it, the leader says, "No, she doesn't like that. She likes pears, but she doesn't like grapefruit." She doesn't like tea. Therefore, she doesn't like anything with the letter "T" in it. It will begin to dawn on some of them as the game proceeds.

SNIP

A player points at one of the group, then pronounces and spells a word, as "Dog, D-O-G," then he immediately counts to 12 and says "Snip!" Before he reaches 12, the person to whom he points must name three (3) objects, the first beginning with D, the second with O, and the third with G. If he does not finish in time, he must become "It."

Words of more than three letters can be used after a little practice in the game.

THIS IS MY NOSE

The leader or the person who is "It" stands before a player, points to some part of his body, and call it by the name of some other part. The player addressed must point to the part of his own body mentioned by the leader, but he must call it the part to which the leader pointed. For instance, the leader may say, pointing to his foot, "This is my head." He then counts 10. If the player to whom he is speaking does not point to his head and say, "This is my foot," before 10 is counted, he becomes "It."

TWO-PART CITIES

Two players agree that the second city named after a city with a two-part name, such as Los Angeles or Baton Rouge, will be the city chosen by the group. One of these players leaves the room and group selects a city; for example, "Baltimore." Then the player returns. His partner says "Is it Boston?" The answer is "No." "Is it Sioux City?" "No." "Is it Philadelphia?" "No." "Is it Baltimore?" "Yes," for that was named second after Sioux City, the two-part city.

HIDE IN SIGHT

Place a clothespin or some other small object where it is not too obvious, but where it is in plain sight in the room. Players look for it. When they find it, they sit down. Be sure they know that the clothespin is in sight, or they may tear up the place trying to find it.

CHICKER-BERRY

Players are seated in a circle. Each player selects some motion as his own for the game such as;shaking the finger, flicking the nose, patting the knee, or twiddling the thumbs. After each player has selected a motion, this rhyme is repeated by the group in union, "Chicker-berry, chicker-berry, chicker-berry - on! (Beginning slowly at first and being sped-up as players catch on to the game.) The motion of each player is done in rhythm and on each "ON" he picks up the motion of the player on his left. That motion is done in rhythm on the next "Chicker-berry, chicker-berry, chicker-berry - on!" This is repeated until the person gets his original motion back. If group is very large, divide into smaller groups. This can also be a very good banquet game by letting each table play as a group.

STORE

Group may be seated in a circle, grouped together, or seated in rows, as in an auditorium. One person is selected to leave the room while the group decides on the name of a store, such as, grocery store, food store, millinery store, or fish market. Then the group is divided into several groups, each group selecting the name of an object belonging to that particular store. (If "fish market" is selected, each of the groups would have names of fish - cod, trout, perch, etc.). Then the person is called back and stands before the groups. He has the choice of selecting three methods for the group to yell their name: Loud, Medium, or Soft. The leader counts "three" and on the count of "four" all the groups, in unison, yell the object they represent. They yell in the manner selected by the person that was sent out of the room. If he selects "soft" then all the answers are whispered loudly. If "loud" is selected, then the group yells as loud as possible, and for "medium" they say their object. The person sent from the room may have three guesses. One guess on each "loud," "medium," and "soft." If the person guesses correctly, he has very good ears. This person may select the next person to leave the room, or ask for a volunteer for the next game.

MAGAZINE MAGIC

Place five magazines on the floor in the following formation: 1   2
3
4   5

While an assistant is out of the room, the group decides on a magazine; for example, No. 1. When he returns, if No. 1 has been selected by the group, the leader points to any of the magazines but is careful to point to the upper left hand corner, of whatever magazine he asks about, which indicates that the magazine selected is No. 1, for No. 1 has that spot in the formation of magazines. The assistant gets the signal, continues to say "no" until the leader points to No. 1. If No. 2 is selected the leader will point to the upper right hand corner; if No. 3, the leader will point to the center; if No. 4, the leader will point to the lower left hand corner; and if No. 5, the leader will point to the lower right hand corner.

RELAYS

ARCH BALL RELAY

Divide players into equal teams, standing one behind the other. Give the first player of each line a ball (volley, basket, or soccer). Players raise their hands over their heads. At signal the first man in each line passes the ball backward over his head to the second player, who passes it to the third. The ball is passed in this manner to the end of the line. The last man takes the ball, runs with it to the front of his line, steps in front of the line and passes it backward as before. The ball must be touched by each player each time it is passed. This continues until all have advanced to the head of the line. Team wins when captain returns to his regular position at the head of the line.

Variations: (1) Through the legs pass: Players take a stride position and pass the ball backward between their legs to person behind him. Ball must not touch the ground.

(2) Roll ball between legs: Ball is rolled or batted backward between legs to persons behind him.

(3) Over and under pass: First person in line passes ball backward over his head; second player passes ball backward between his legs. Each person passing the ball in opposite manner of the person in front of him.

(4) Bounce and pass: First player in line bounces the ball on the floor or ground and tosses it backward over his head to the second player. Second player catches ball, bounces it and tosses it over his head to third player. Others players repeat this procedure.

(5) The above methods are fun on basketball courts by having the last person in each line run or dribble the ball to the backboard and shoot a goal. Use basketballs or soccer balls for shooting.

BLIND MAN RELAY

Divide players into equal teams, standing one behind the other. Place a ball, stone, or similar object in front of each team on the starting mark and another about 30 or 40 feet in front of each team. Divide players of each team into pairs. Give the first pair of each team a towel, handkerchief, or scarf. At signal, the player with towel wraps it around his partner's eyes, tying it behind his head. When blind-fold is adjusted, both players run forward -- player not blind-folded directs his partner to the opposite stone, ball, or object, which he must touch. All directing is done by word of mouth and not by bodily contact. As soon as he has touched the object he removes the blind-fold and ties it around his partners eyes who is then directed back to the object at the starting line. After object is touched, the blind-fold is removed and given to the second couple who repeats the performance. Touches may be made with either hand or foot. Team which has its last couple touch the object at the starting line wins.

DIZZY WALK RELAY

Divide players into equal teams, standing one behind the other. Make a turning point about 30 feet in front of each line. Give the first player in each line a stick 3 feet long or a baseball bat. At signal, the first player puts his hands on top of the stick, places his head on his hands, and runs around the stick four times, then dropping the stick, walks toward the goal. He circles the goal and runs back to the starting line, picks up stick and hands it to the next player who repeats. The team whose last player crosses the starting line first wins.

KANGAROO RELAY

Divide players into equal teams. Players stand one behind the other. Mark a turning point 25 feet from starting line. Give first person in each line a ball (basket, volley, soccer, or playground). Players place their ball between their knees. At signal, players jump around the turning point and back to the starting line, holding the ball in this manner. Upon reaching the starting line, the player hands the ball to second player who must repeat procedure. If ball falls from between the knees of a player, he must stop and replace it at the point where it fell. The team having its last player across the starting line first wins.

CENTIPEDE

Equipment: Basketball, Volleyball, or Soccerball

Players are divided into two teams. One team stands in a circle and the other in a line formation:

```
  X
X   X   OOOOOO
X   X
  X
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The first player in the line formation should be about 3 feet from the circle. The player in the circle standing nearest the line holds the ball. At signal, the ball is passed from player to player around the circle. (The ball must make as many round trips as there are players in the line.) At the same time the first player in the line runs around the circle, crosses in front of the second player and goes to the end of the line. The cross-over is the signal for the second player to start running around the circle. This continues until all the line players have run. Teams then exchange places.

If the ball is passed more rapidly than the players can run, specify a type of pass to slow the progress of the ball. If the runners are faster than the passers, they may be moved further away from the circle.

PASS AND SQUAT RELAY

Formation: Divide players into equal teams. Players stand one behind another and face a base line about 20 feet in front. One the base line, facing each line is a person (Thrower) holding a ball.

On signal, the person holding the ball throws to the first person in line--- that person catches the ball, returns it to the "Thrower" and squats. The "Thrower" throws the ball to the second player who catches the ball, returns it and squats. When the entire line is in a squatting position and their leader the "Thrower" is also squatting -- that line is the winner.

HAND CLASP RELAY

Formation: Groups are in line formation -- (two lines facing each other). The person one faces is their partner and they join hands.

A ball is given to the first couple in each group. On signal, the lines send the ball to the end of the line (hands remain joined) and back to the head couple -- repeat twice. The line finishing first is the winner. If any couple drops the ball to the floor, they must pick it up, keeping hands clasped, and return to place putting ball back in action.

Variations: (1) Knee Touch Relay: Formation same as hand clasp relay. All players have hands joined tightly and are squatting with knees close together.

On signal, the volleyball is rolled over the knees and moved only by the clasped hands. Repeat twice. The group finishing first is the winner.

(2) Hand Clasp - Knee Touch Relay: Combine both games -- Hand Clasp and Knee Touch. In standing position send ball to end of lines, with hands; then stoop and send ball back over knees to head of line -- all stand, sending it to end, stoop and return to head of line over the knees. Repeat twice.

HOOP RELAY

Divide group into equal teams, standing shoulder to shoulder, facing opposite team. Provide an elastic band 18 inches in diameter for each team. At signal, first player passes the elastic band over his head, body and steps out of it handing it to second player who repeats this action. The first team to have all its players step through the "elastic hoop" and passes (by hand) it back to the starting player wins the game. No help is allowed a player from his team mates. Caution: Players wearing glasses and ladies wearing lapel pins.

NUMBERS CHANGE RELAY

Divide group into equal teams, standing shoulder to shoulder, facing another team. Number players consecutively in each line with number one being at opposite ends of the teams. (Team A: 1, 2, 3, 4, 5)
(Team B: 5, 4, 3, 2, 1)

At both ends of each line, place an empty box, chair, etc., with a team.

The leader calls a number, for example "No. 2". Each of the No. 2 players runs to the handkerchief at the end of his line, takes it to the box at the other end of his line, and returns to his place. The one reaching his place in line first scores a point for his team. Decide number of points for game, or play until each person has had a chance to run. Team with most points wins the game.

*** The Following variations played in same manner as"Number Change".

Variations: (1) Old Saying Race: Give players a name which is the last word of an "old saying", such as "Ox" from "Strong as an Ox", "Razor" from "Sharp as a Razor". Two players, on opposite teams have the same name.

(2) Affinities Race: Leader calls affinities such as "Bread and ________". Players with name of "Butter" would run.

(3) Musical Race: A pianist is needed for this game. Give players names of well-known songs. Pianist plays a song and as soon as a player recognizes his song, he runs.

ALPHABET RACE

Divide group into teams of 12 to 15 players. Each team may be in lines or huddled as in football. The leader calls a letter of the alphabet, for example "E". All players of each team immediately arrange themselves in the letter "E". The team forming the recognizable letter first wins a point.

CAT RELAY

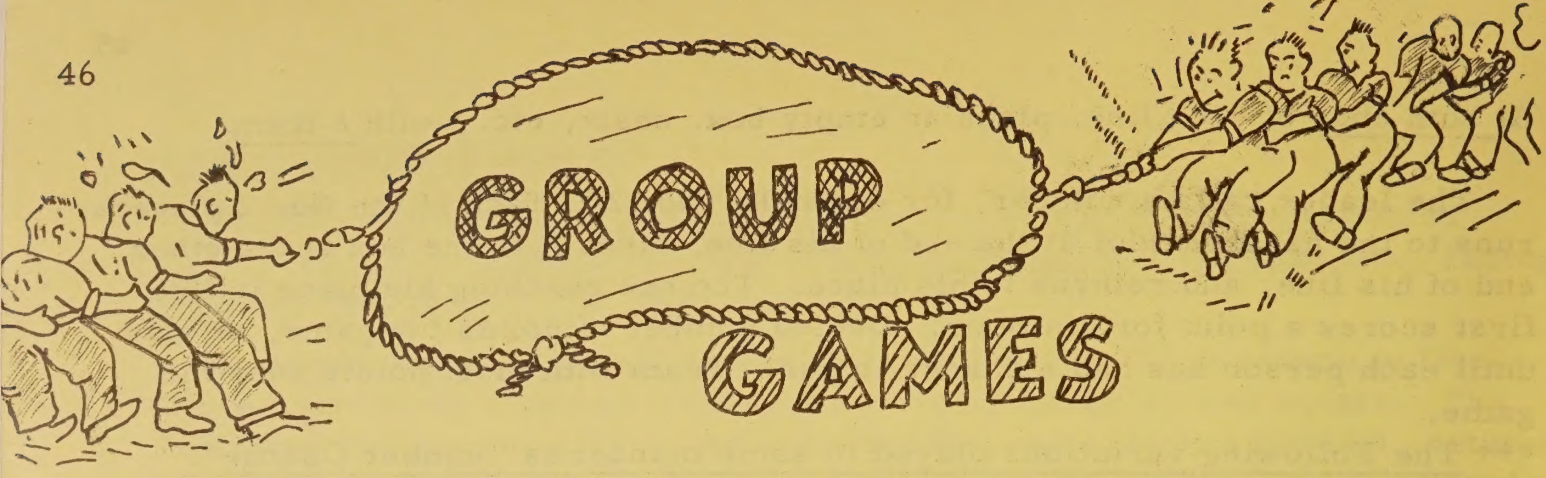
Players sit or stand in lines of equal length. The first player of each line is given an object (pencil, chalk, stone, etc.) On the signal the first player turns to the second and says, "I have a cat." The second asks, "A what?" and the first says, "A cat," and passes the object to the second player. The second now turns to the third and says, "I have a cat." Third asks the second, "A what?" The second asks the first, "A what?" and the first tells the second and the second tells the third, "A cat," and passes the object. And so it goes down the line, the questions being relayed back to the first player each time and the answer being sent back before the object is passed on. The team getting the "cat" to the other end first using this method, wins. Other ways of playing this relay are:

The Cat and Dog Fight. Start a cat at one end of a team, and a dog at the other. The team first getting both objects to the opposite ends in the approved manner, wins.

The Dog Relay. "I have a dog." "A what?" "A dog."

The Hen Relay. "I have a hen." "Does she cackle?" "She cackles"

The Rooster Relay. "I have a rooster." Does he crow?" "He crows."



GROUP GAMES

BATTLE BALL

Equipment: Balls of volley ball type. One net or rope.

Method of Play: Divide the group into two teams. Give the players at least seven balls. The balls are to be thrown over a six-foot net. At the end of the period, three to five minutes, the side wins which has the smaller number of balls in its possession. Fun and activity increase in proportion to the number of balls in play.

BOUNCE BALL

Equipment: Tennis net and inflated ball, volley ball or rubber ball.

Method of Play: Similar to volley ball with these exceptions:

1. The top of the net should be not less than 3 feet nor more than 3 feet 6 inches from the floor.
2. The object of the game is to keep playing the ball over the net without letting it bounce twice in succession in the same court. The ball may bounce any number of times in the same court provided it is touched by a player between each bounce. It may be volleyed as in volley ball.

Note: Players should be cautioned not to hit with a heavy downward stroke as time is wasted waiting for the ball to come down from the subsequent rebound.

BOUNDARY BALL

Equipment: Two inflated balls of any type.

Method of Play: The playing area is divided by a mid-line. Each team is restricted to its half of the area. Play starts with each team in possession of a ball. The object of the game is to score by throwing the ball so that it crosses the opposing goal line on the roll or bounce. Balls crossing on the fly do not count. Players may move anywhere in their section but may not enter the opponent's court. Play for a stated time, 10 minutes, and score one point for each successful throw.

CIRCLE BOUNCE BALL

Equipment: One small inflated ball for each team.

Method of Play: Each team of players forms a small circle with No. 1 holding a ball. On signal the ball is bounced around the circle to each player in turn and when it is returned to No. 1 she runs to a line 20 feet away and back to her position in the circle. As the ball travels around the circle it should be pat bounced and not caught.

Score: One point for each player who returns to her position ahead of the corresponding players in the other circles or scoring can be on a team basis. In the latter case there is no break in the continuity of play, as the player returns from the line she hands the ball to the next player in the circle and play continues until everyone has had a chance to start play in the circle and to run to the line and back.

VARIATION OF BLACK AND WHITE

Method of Play: Divide the group into two teams and arrange them facing each other with a neutral space of about four feet between the teams. One team is "Black" and the other "White." In the traditional game a card, black on one side and white on the other side is dropped on the center line. If the card shows the black side the "Blacks" turn and try to reach their safety line before any member of the other team can touch them. Players touched drop out of the game and the teams re-form on either side of the neutral area.

Variation: In place of the card, the leader should give exercises or commands for stunts and while the players are performing the orders the leader calls "Black" or "White." Players turn and try to get to their safety areas but if they are tagged they become members of the other team rather than dropping out of the game. The leader should select exercises which can be performed in place.

VOLLEY NEWCOMBE

Equipment: Volley ball net and any type of inflated ball.

Method of Play: Similar to volley ball with these exceptions:

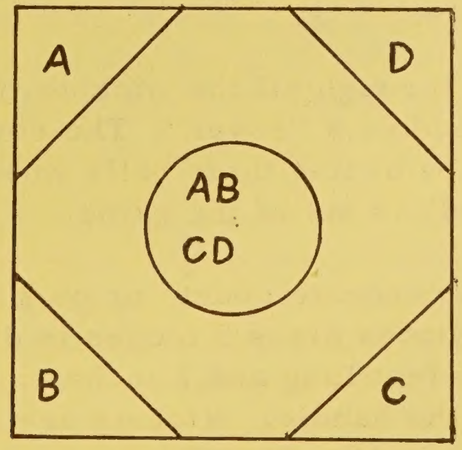
1. The ball is thrown and caught. A player may deflect a ball to a team mate.
2. There is no assist on the serve. The server is given one chance to throw the ball across the net.
3. The top of the net is six or seven feet from the floor, depending upon the height of the players.

Note: The team in possession of the ball may make three passes or return the ball directly over the net.

CORNER DODGE BALL

Equipment: Four inflated balls.

Method of Play: Divide the group into four units and assign each unit to a corner of the playing area. Select one player from each unit, give each one a ball and place them in the center of the area. When the whistle blows each corner unit must run to the next corner. The players in the center try to hit the runners.



The first throw is made from the center and from then on from wherever the ball is recovered. Any runner hit joins the center group and assists in the recovery of balls and putting players out. Play for a stated time. The unit with the largest number left is the winner. The game may be varied and corner players kept more alert by having them run counter clockwise on one short blast of the whistle and clockwise on two.

LAWN GAMES

The following games are suitable for use on lawns, fields, and other level areas outdoors. In some instances, a special surface is needed--as in shuffleboard, when a concrete walk is used for the playing surface.

Homemade or improvised equipment can be used in most of the games listed.

CLOCK GOLF

Equipment: one or more golf putters, twelve metal or wooden markers to represent the numerals around a clock, the "clock" is marked on a level grassy area, with the markers placed on the edge of a circle 20 feet in diameter; a golf hole is placed anywhere in the circle other than in the center.

Players: 2-4 or more

Playing Rules: Each player, in turn, putts his ball from each of the twelve markers, trying to place it in the cup in the fewest number of strokes possible.

Scoring: May be by total strokes for the 12 markers (Medal Play) or by the number of holes won (Match Play).

CROQUET

Equipment: croquet set, consisting of wire wickets, wooden balls and mallets, and wooden stakes. Level grassy lawn, with approximately 52 feet between stakes.

Players: 2-4

Playing Rules: Each player begins play by placing his ball a mallet's length from the starting stake and behind the first wicket. Players take turns in playing their own balls, attempting to pass through the proper wicket. An extra stroke is allowed each time a player passes through the proper wicket, and each time an opponent's ball is hit. In the latter case, one stroke may be used to hit the opponent's ball out of position and one to advance one's own ball. Play is completed when one player (or partners) hit the finish stake after completing the circuit.

Variations:

1. Poison Croquet.
   A player, after passing through all the wickets, may avoid hitting the finish stake, and thus become a "rover". The rover tries to put other players out of the game by hitting their balls when his turn comes to play. Ball thus "poisoned" is out of the game.
2. Disc Croquet.
   The game is played on a concrete court, or on a level hard clay surface. Equipment consists of wooden discs 3 inches in diameter and 1 inch thick, and cues made of wood 5 feet long and 2 inches in diameter, with a cue head made of a piece of the handle. Wickets are made of wire and set in wooden bases. The court is 18 x 25. General rules are those of croquet, except that the discs are pushed by the cue.
3. Rogue.
   This game is a modern adaptation of croquet. It is played with mallets of any size or kind, and with hard rubber balls. The court is rectangular with triangles cut off each corner, and is often made of cement. Balls are put in play in opposite corners.

SHUFFLEBOARD

Equipment: wooden discs 3/4 inch thick and 6 inches in diameter, half of them painted red and the other half green; at least four wooden cues or pushers, not over 6 feet long. Court is marked out on concrete or wood and may be either the rectangular English court or the American triangular shaped court.

Players: 2-4

Playing Rules: Players start with their discs (4 each) in the 10-off space, and take turns in pushing their discs toward the opposite scoring plot. Opponents attempt to dislodge the other players discs, and to place their own in the scoring spaces. In doubles, partners are at opposite ends of the court, but in singles the opponents play from one end of the court one round, and from the other end the next round.

Scoring: Score is determined each round after all discs have been played. All discs remaining in scoring places score for the player. Discs in the 10-off area deduct ten from one's score. Game is 100 points.

Homemade Equipment: Cues may be made of hardwood cut into 5 foot lengths and with a head shaped of wood. They may also be made of broomsticks and with heads made from wire coat hangers. Discs may be cut out of 6-inch pieces of maple.

HORSESHOES

Equipment: Metal shoes not over 7 1/2 inches long, 7 inches wide and 2 1/2 pounds in weight. The playing space is a clay court at least 50 feet long, with a 3-inch incline toward each stake. The stakes are made of 1-inch iron and are sunk in the ground so that there is 12 inches of stake above the ground, and are placed in the center of each of two pitching boxes 6-feet square. Stakes are 40-feet apart for men and 30 feet for women.

Players: 2-4

Playing Rules: The shoes are pitched from the pitcher's box toward the opposite stake. Each player pitches two shoes in succession. In doubles, there are opposing players at each box. Shoes must fall within the box to score.

Scoring: Closest shoe counts one point. If two shoes are closer than opponents, two points; Ringer, 3 points; Game, 50 points.

QUOITS

Equipment: Rings of metal 4 inches in diameter and weighing at least 3 pounds. Metal stakes are driven into the ground. Distance between stakes is 54 feet. For indoors or porches, quoits are made of rope, stakes are wooden in a wooden base, and distance is 15 feet.

Playing Rules: Rules: same as Horseshoes.

LAWN BOWLS

Equipment: A Jack (white china ball not over 2 1/2 inches in diameter and not more than 8 inches in circumference and weighing more than 10 ounces); wooden bowls, painted black (not more than 16 1/2 inches in circumference and weighing not more than 3 1/2 pounds); A rubber mat on which bowler stands.

Players: Four players make up a "rink", each player playing two bowls.

Playing Rules: The leader or captain on each side rolls his Jack so that it lands at least 25 yards away. Each player, alternately, bowls two bowls. When all have bowled, it is an end. A game consists of any number of ends, usually 15, 18, or 21.

Scoring: all bowls nearest the Jack and belonging to the same team score for that team (rink).

Variations:

1. Bowl Spot Ball
   Play is with croquet balls. Each player has one ball. The first player rolls his Spot Ball, and the other players, in turn, bowl at it. Scoring as in Lawn Bowls.
2. Boccie. (Italian Lawn Bowls)
   The cue ball is smaller than the other balls. The captain of a team tosses out the cue ball, then he or another player of his team bowls at it; next, the captain of the other team bowls at it, and so on until one of the opponent's balls comes closer to the cue ball than did the first Captain's ball. When an opponent's ball comes closer, the opposing team starts the play as at first. The team winning each fram (when opponent's ball has come closer) has the bowl for the next game. The game ends with 21 points.
3. Skiddles.
   The game is played with five pins or rounded sticks . 4 1/2 inches long and 1 1/2 inches thick; three throwing sticks, (14 inches long and 2 inches thick). A 36-inch square is marked on the ground and a pin is placed in each corner and the center of it. Players stand 60 feet away and facing one corner of the square. He throws the stick and if it hits the
   (1) nearest pin - score 1 point
   (2) pin to the right - 2 points
   (3) pin to the left - 3 points
   (4) fartherest pin - 4 points
   (5) center pin - 10 points
   Each player throws three sticks at a time. Game is 100 points.
4. Sidewalk Bowling:
   Indian clubs or substitutes are set up on the ground in a triangle with the apex toward the bowler. The players stand behind a line 30 feet away and take turns bowling softballs at the clubs. Each player bowls each turn. Scoring as in bowling.
5. Tin Can Bowling
   6 large tin cans (quart size) and placed in a circle on the ground with one can in the center. The open ends of the cans are toward the bowlers who stand 20 feet away. The players take turns bowling a croquet ball trying to place it in the center can. 5 points for center can, 1 point for other cans; Game is 50 points.

DARTS

Equipment: Dartboard (usually made of building board) 2 feet square and marked with concentric circles, or with other diagram. Darts, made of wood with metal points, use rubber-tipped darts if children are to play the game.

Players: 2-4 or more

Playing Rules: Players take turns throwing three darts in succession from a distance of 6 feet. Scoring is according to the diagram on the board; game, 500 points.

Homemade Equipment: Target made of white pine, 1 inch thick with concentric circles on it--bulls eye is 2 1/4 inches in diameter.

HOP SCOTCH

Equipment: A puck of any material not over 3 1/2 inches in length or other dimensions. Court is marked out on ground or walk. There are various types of courts -- English, American, etc.

Playing rules: Each player, in turn, throws his puck into a certain space in the diagram and then attempts to jump into that space, kick out the puck and jump out again. If missed, the next player takes turn. For complete rules see: 88 Successful Play Activities, National Recreation Association.

SIDEWALK CHECKERS

Equipment: Checkers or bottle tops. Court marked out on sidewalk as follows: a square 3 feet by 3 feet with 10 4-inch squares marked out in it - 3 on each side and 3 across the center. In the center a rectangle 8 x12 inches is drawn connecting the corners with diagonal lines. The rectangle is the unlucky area called the "pit." The small squares are numbered starting with 1 in the left lower corner; square 9 and 10 are in the center. A mark is placed at a point on the edge of the large square opposite Square 8.

Players: 2-6

Playing Rules: Players take turns "shooting" the checkers or tops from the shooting mark. The object of the game is to advance the checker by a series of shots through the ten bases of the court in proper sequence. The first player to complete the circuit wins. Each player continues shooting until he misses, and next turn he starts where he quit on the previous turn. If checker is shot out of bounds twice, the player must start over. If a checker comes to rest in the "pit" he must start over.

MARBLE GOLF

Equipment: Marbles, tin cans to use as holes on a nine-hole "golf course."

Players: 4

Playing Rules: The players take turns shooting marbles and keeping count of the number of shots to get the marble into the hole. Rules of golf apply otherwise.

JACKSTONES

Equipment: Playing jacks and rubber ball. Level ground or wooden surface.

Players: 2 - 4 or more

Playing Rules: Each player in turn performs a series of stunts with the jackstones after tossing the ball into the air. For complete list of stunts see: 88 Successful Play Activities, National Recreation Association.

Hop Scotch Tournament

ELIGIBILITY: Girls 14 years of age and under; one who is 15 before July 1st cannot compete.

RULES

STARTING POSITION. Contestant shall stand in hopping pose on one foot beyond the baseline of court with puck in one hand.

STUNT NO. 1

a. Toss or drop puck into Square No. 1.
b. Hop into Square No. 1.
c. Take any number of hops in square without touching any line with hopping foot or any other part of body, before, during, or after touching puck in square with hopping foot only.
d. Kick puck out of square over and beyond baseline.
e. Finally, hop out of square over and beyond baseline. Don't step out. If no error has been made, proceed to Stunt No. 2.

STUNT NO. 2.

a. From starting position, toss puck into Square No. 2.
b. Hop into Square No. 1 and then into Square No. 2.
c. Take any number of hops and kick puck in square or directly out beyond baseline. If no error, proceed to Stunt No. 3.

STUNT NO. 3

a. From starting position, toss puck into Triangle No. 3.
b. From this position, standing on one foot, leap into squares landing with right foot in No. 1 and left foot in No. 2 and the same instant.
c. Jump from both feet and land on either foot in triangle.
d. When ready, after pushing or sliding puck with hopping foot, kick puck toward or beyond baseline. If it stops in a square of smaller number without resting on a line, it must be retrieved as follows.
e. Return by leaping into squares 1 and 2 with right foot in No. 2 and left foot in No. 1 at the same time. If puck has only reached one of these squares, raise either foot and, while hopping, kick puck out. Then hop beyond baseline. If no error, proceed to Stunt No. 4.

STUNT NO. 4

a. From starting position, toss puck into Triangle No. 4.
b. Advance as in Stunt No. 3 to Triangle 3 and hop into Triangle 4.
c. Retrieve puck as in Stunt No. 3.
d. Hop into 3 and return as in Stunt No. 3. If no error, proceed to Stunt No. 5.

STUNT NO. 5.

a. From starting position, toss puck into Triangle No. 5.
b. Advance as in Stunt No. 4 and hop into Triangle No. 5.
c. Retrieve puck and return as before. If no error, proceed to Stunt No. 6.

STUNT NO. 6

a. From starting position, toss puck into Triangle No. 6.
b. Advance as in Stunt No. 3 to Triangle No. 3.
c. Leap to alight with right foot in Triangle No. 4 and left foot in 5 at the same time and jump from both feet to land on one foot in Triangle No. 6.

d. Retrieve puck as before.

e. Return by leaping to alight with right foot in 5 and left foot in 4 at the same time, jump into 3 with one foot only, leap into 2 and 1 with right foot in 2 and left foot in 1 at the same time and jump out beyond baseline to land one foot. If no error, proceed to Stunt No. 7.

STUNT NO. 7.

a. From starting position, toss puck into Rectangle No. 7.

b. Advance as in Stunt No. 6 and leap to land on both feet at same time in Rectangle No. 7.

c. Walk about in 7 moving puck with foot or feet along until in position to retrieve it by kicking it out over baseline or into a space of smaller number.

d. Return by raising one foot and hopping into Triangle No. 6, and continue out as before. If no error, proceed to Stunt No. 8.

STUNT NO. 8

a. From starting position, toss puck into Semicircle No. 8.

b. Advance as before to 7 and when ready to progress to Space 8, raise either foot and hop out of rectangle into semicircle landing on one foot.

c. Retrieve puck as before.

d. Return by leaping to land on both feet at the same time in Rectangle 7 and when ready continue as in Stunt No. 7. If no error, proceed to Stunt No. 9,

STUNT NO. 9

a. From starting position, toss puck into Arc No. 9.

b. Advance as in Stunt No. 8.

c. Retrieve while in hopping position in semicircle by picking up the puck by hand from Arc No. 9.

d. Return as in Stunt No. 8, carrying puck in hand.

STUNT NO. 10.

a. From starting position, toss puck into Arc No. 10.

b. Advance as in Stunt No. 9 and hop into Arc 9.

c. Retrieve as in Stunt No. 9.

d. Hop into Semicircle No. 8 and return as before, stopping for a few seconds' rest in No. 7 if desired.

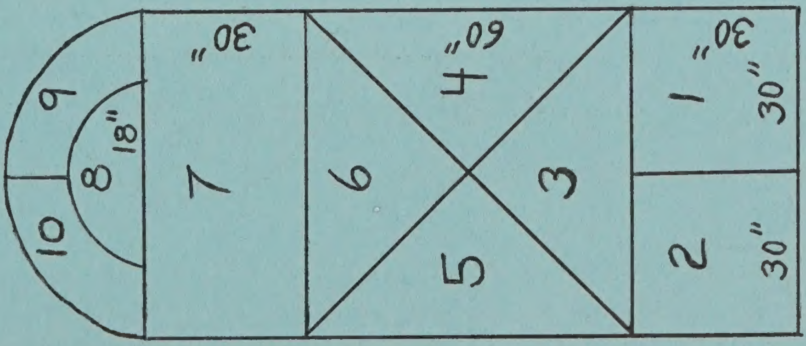
STUNT NO. 11

a. From starting position, without tossing or carrying puck, advance as in Stunt No. 8 to semicircle.

b. Leap to land on both feet at the same time with right in Arc 9 and left in Arc 10.

c. About face and reverse position of feet by leaping half turn.

d. Return by jumping to land on one foot in semicircle and continue out according to Stunt No. 8.



TETHERBALL

Equipment: 13 feet pole extending 3 feet below the ground. Line 2 inches wide painted on pole 6 feet from ground. Circle with 3 feet radius drawn around pole. Foul line 20 feet long drawn through center of circle. Two service areas 6 feet from pole on each side. Tennis ball in net case or rubber ball attached to 7 and one-half feet cord which is fastened to top of pole. Paddles are used to hit the ball.

Players: Two.

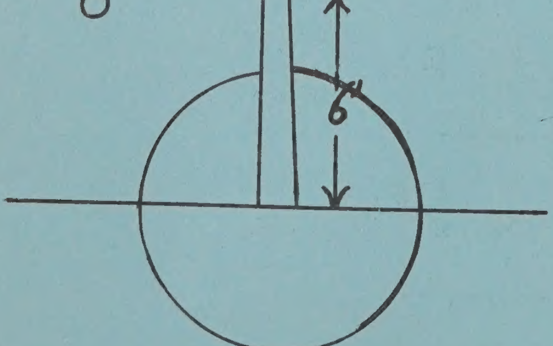
Procedures: The object of the game is to wind the cord in a determined direction by hitting the ball with the paddle. Opponent must wind cord in opposite direction. To score, the cord and ball have to be wrapped around the pole above the 6 foot line. To begin the game, the server stands on the service area and hits the ball in his direction. Following this serve the receiver tries to hit the ball around the pole in the opposite direction. Play continues with both players trying to hit the ball in their direction. Players are not allowed to step over the foul line or into the neutral area (the area within the 3 foot circle); nor may they reach into opponent's court.

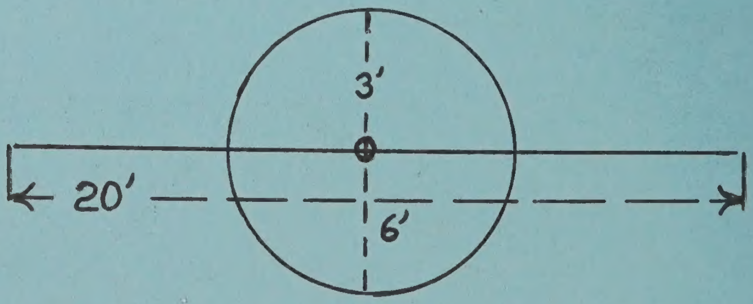
Fouls: Stepping over foul line or into neutral area.
Reaching into opponents' court.
Allowing cord to become tangled in hands or paddle.
Touching pole with hands or paddle.
Allowing cord to wind in player's direction below the 6 foot line.

Penalty: A free hit for opponent when a foul is made. The free hit is taken like the serve except that the string is not unwound more than one-half turn before the free hit is taken.

Scoring: A point is scored when the string is wound around the pole above the 6 foot line. It is awarded to the player in whose direction it is wound regardless of which player was responsible for completing the winding in that direction. After a point is scored, the serve goes to the receiver who may choose the direction of his hit. Game can be set at any number of points or be played for a given period of time.

Reference: Official Recreational Games, Bowling, Track and Field Guide, New York; A. S. Barnes and Company, 1946-48.





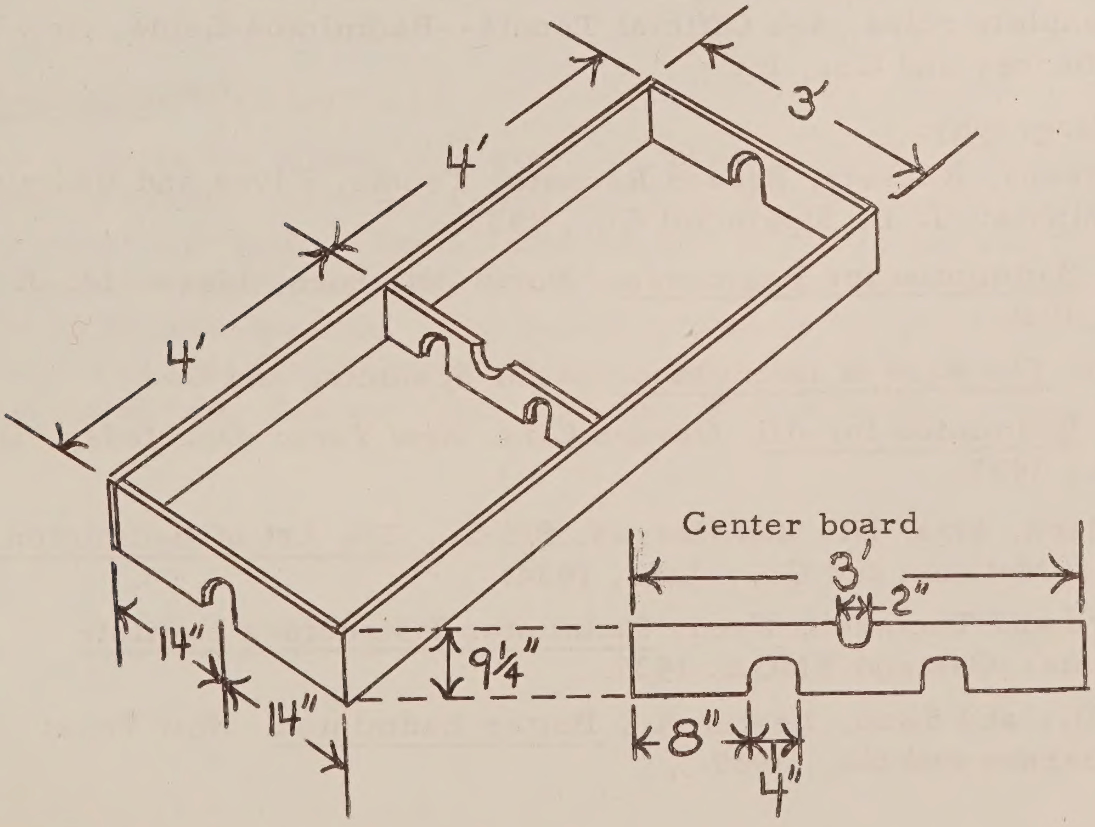
BOX HOCKEY

This very active game, which may be played indoors or out, requires a space about 15 feet square. A frame or box 3 feet wide and 8 feet long should be made with a center board set securely across the middle. Lumber about 1 inch thick and about 9 inches wide should be used. The corners of the box should be reinforced by blocks to which the boards can be screwed. An opening about 4 inches wide and 3 inches high should be cut in the middle of each end, and two such openings in the middle board as is shown in the illustration. In the top of the center board a notch is cut about 2 inches wide and 1 inch deep.

Hockey or shinny sticks are used, and a puck. For the puck a wooden disk 1-3/4 inches in diameter or an old baseball or small croquet ball may be used.

Two players take part, one standing at each side of the box. The ball is set in position in the notch and the players "knock off" as in hockey; that is, they touch their sticks to the floor or ground, then strike them together three times above the ball. Immediately both strike at the ball, each player trying to push it into his opponent's section of the box, then outside the box through the hole in the end of that section, which is his goal. The player in whose section the ball lands must get it into his opponent's section through one of the openings in the middle board before he can try for the goal. If a ball is knocked outside the box, it is brought back to the place from which it started and put into play from there.

Five points constitute a game. A point is scored each time the ball goes through a goal. It is considered through if it has gone far enough to clear the inside edge of the box.

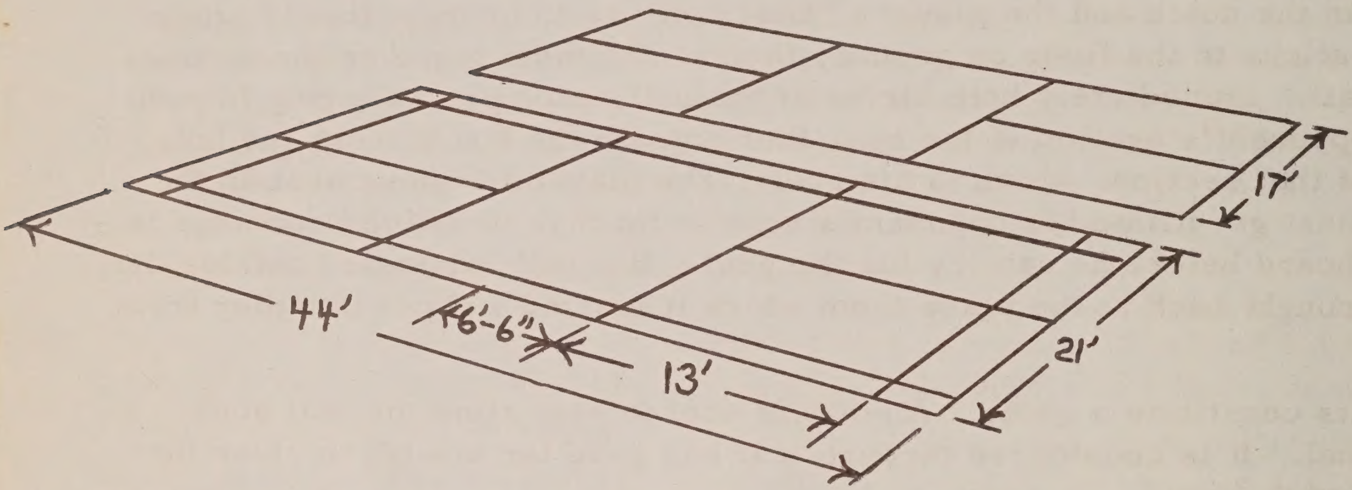


Reference: Handbook for Recreation Leaders

Badminton

The object of the game is to bat the shuttle back and forth across the net with the racquet without permitting it to touch the ground, endeavoring to so bat it into the opposing court that the opponents cannot return it.

Court: The court is 21 feet wide and 44 feet long. The two alleys down each side of the court, measuring 18 inches in width, are out of bounds in singles play and are used only in doubles play. The net is stretched at a height of 5 feet to the top.



Equipment: Instead of a ball an official shuttlecock is used, consisting of a piece of cork with feathers attached. The shuttlecock does not bounce and consequently a smooth surface for the court is not needed. The racquets are smaller and lighter than tennis racquets.

Rules: For complete rules, see Official Tennis--Badminton Guide, New York: A. S. Barnes and Co., Inc.

Badminton Bibliography:

AberDair, Clarence, Rackets, Squash Rackets, Tennis, Fives and Badminton, Philadelphia: J. B. Sippincott Co., 1933.

Brewer, Jack, Badminton for Beginners. North Attleboro, Mass: M. J. Morgan Corp., 1936.

Bruchard, John, The Rise of Badminton. A.G. Spaulding and Co.

Devlin, J. F., Badminton for All, Garden City, New York: Doubleday, Doran and Co., 1937.

Ferrers-Nicholson, Mrs. N., and Hedges, Sid G., The Art of Badminton. London: Methuen and Co., Ltd., 1934.

Holman, Howard and Thomsen, Fred, Badminton Instructors Institute. California: Oakland YMCA, 1937.

Jackson, Carl H., and Swan, Lester A., Better Badminton. New York: A. S. Barnes and Co., 1939.

Sponge Badminton

This game substitutes an ordinary sponge for the shuttlecock used in badminton. Otherwise, the game is exactly like badminton.

One sponge will last a whole season and makes possible badminton for those playgrounds and summer camps which otherwise might not be able to afford to supply shuttlecocks. The game may be played with badminton racquets or paddles.

To make the sponge ball, secure a large sponge and cut it down with scissors to a round ball measuring three and one-half inches in diameter.

Paddle Badminton

Substitute paddles for badminton racquets. The use of paddles will be found much more economical and almost equally as satisfactory. Regular paddle-tennis paddles may be used but it will be more satisfactory to have smaller racquets. These are made of one-fourth inch material sixteen inches long, tapering in width from one and one-half inches at the end to one inch at the blade.

Rules are the same as for badminton. The game may be played with shuttlecocks or a sponge ball.

Team Paddle Badminton

The width of regular badminton court is increased and the length remains the same. For six-man teams the width should be forty feet and for eight-man teams, fifty feet. The game is played with paddles and shuttlecocks or sponges, and follows the rules of volleyball.

Hand Badminton (Feather Ball)

This game is not played with a net. A feather ball or shuttlecock is used. The court is twenty feet wide, thirty feet long with an imaginary net (line) dividing court into half. Teams may consist of two to six players. The server bats the shuttlecock with his open hand to the opposite court and it is returned in similar manner. The object is to keep the shuttle from touching the floor. The rules of volleyball apply to serving, line ball, volleying, relaying the shuttle, and scoring. Fifteen points constitute a game.

Aerial Darts

Similar to badminton but wooden paddles are used and the bird is heavier. The game can be played as singles or doubles, using the regular badminton court and rules. Also, the game can be played as a team sport with 4 to 12 players on a team. The number on a team depends upon the size of the court. Players line up as for volleyball. The serve is taken from behind a serving line drawn on the right side of the court 10 feet from the net. The type of rotation will determine which player on a team serves first. The service must be underhand and the bird hit below the waist. The server has only one chance to make the serve good and may not receive assistance. A net serve is played over. The server continues to serve until his side loses the point. The game is played in two 15-minute halves. A bird may be hit any number of times on a side but only once by each player.

Equipment:

Court: Number of players determine size.
Net: Badminton or deck tennis net (5 feet, one inch at posts)
Wooden paddles
Heavy birds

Reference:

Official Recreational Games, Bowling, Track, and Field Guide. New York; A. S. Barnes and Company, 1946-48.

File Heading: Paddle Tennis

Paddle Tennis was originated by F. P. Beal years ago but was not perfected and standardized by him until about 1920.

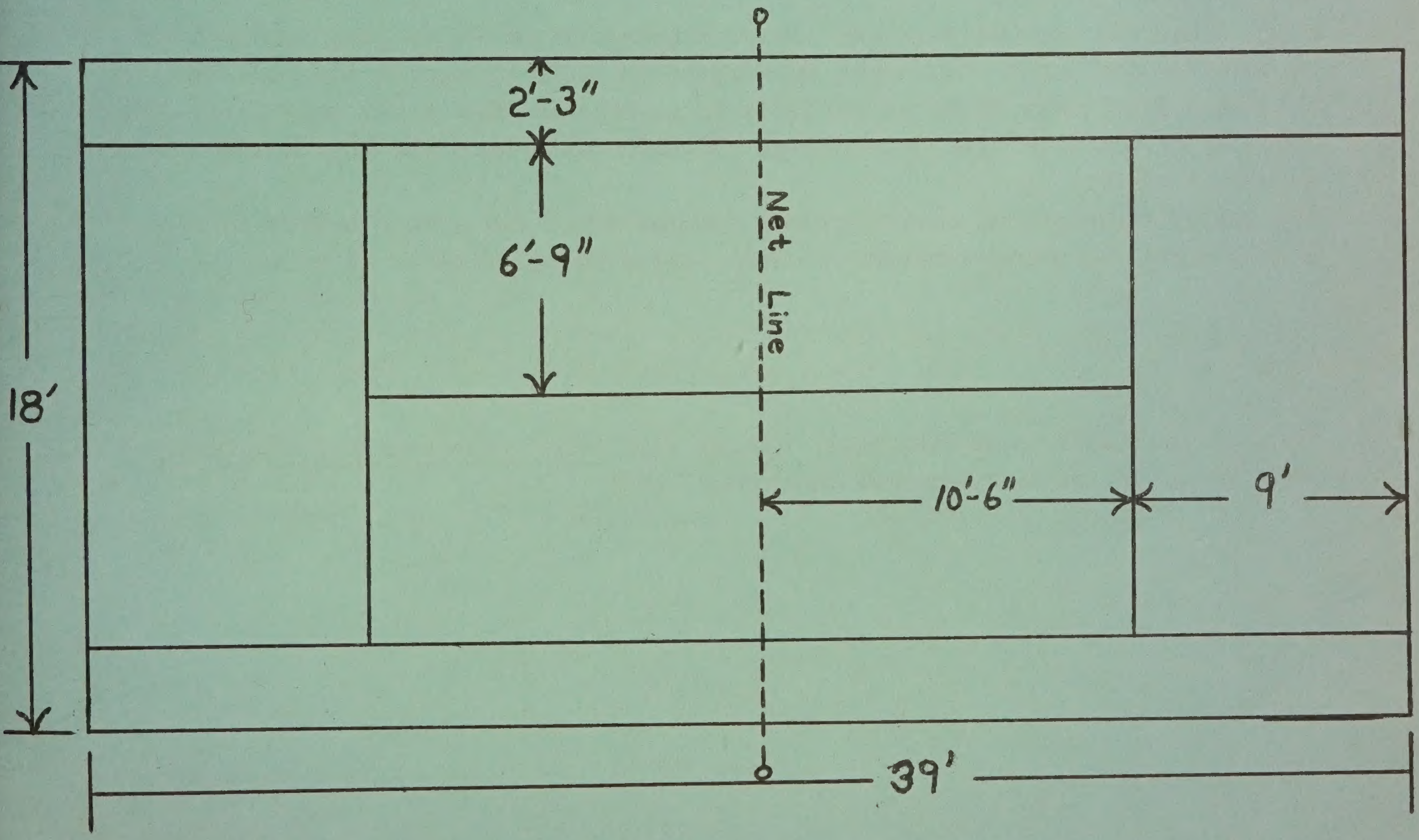
Paddle Tennis is a game similar to Lawn Tennis but played on a small court. The smallness of the space needed and inexpensiveness of construction and upkeep, together with the appeal of the game itself, have made it widely used for playground and recreational purposes. It is an excellent game for children since it is a good lead-up activity to the more highly skilled game of tennis.

Court - The lay out of the court is exactly the same as in Lawn Tennis, except that it is one-fourth the size that is used in Lawn Tennis. In laying it out, all dimensions of the Lawn Tennis court should be cut in half (see diagram). For outdoor use the lines can be marked out with lime or tape. The height of the net at the posts is 2 feet and 4 inches; a sag of two inches is permitted at the center.

Equipment - Official paddle-tennis paddles and balls are used. The paddles are made of hard wood, usually three-ply glued. They are fourteen and three-quarters inches long by seven and one-half inches wide. The ball is of light-weight, solid sponge rubber. Paddles may be made in workshop from plywood and an old tennis ball may be substituted for the regulation paddle tennis ball.

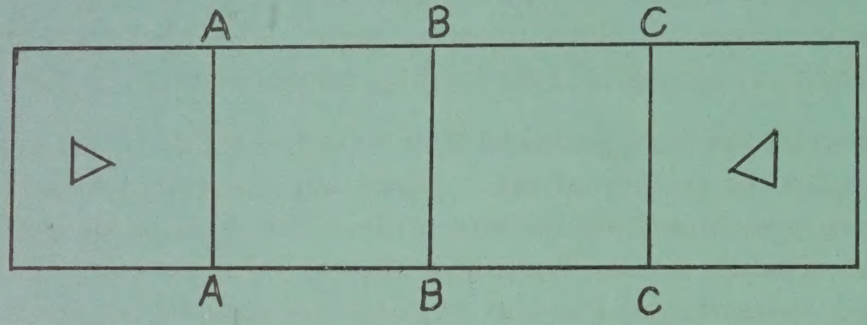
Rules of the Game - Same as Lawn Tennis.

Paddle Tennis Court Diagram



Sidewalk Tennis

This is a game played on a sidewalk or in a gymnasium with a rubber ball batted by the hand. Court: Four squares, each three feet square. Line B divides the court and constitutes an imaginary net. Line A and C are foul lines behind which the server stands.



Ball: A tennis ball or any similar rubber ball is used.

Service: The players stand as indicated. The server must not step over the foul line in serving. He tosses the ball so that it falls in the court over line B. Only one attempt at service is allowed.

The Play: A served ball must bounce once before being played. Thereafter it may be volleyed or played on the first bounce. The hand must be kept open and the ball "palmed."

Scoring: Only the server scores. He continues to serve as long as he wins. He scores one point each time the opponent fails to return the ball fairly. He loses the serve when he (1) fails to serve into the opposing court, (2) steps over the foul line in serving, (3) fails to return the ball fairly into the opposing court.

The game consists of eleven points except when the score is tied at ten all. In this case the server must win two points in succession to win.

References:

Mason, Bernard, and Mitchell, Elmer D., Active Games and Contest. New York: A. S. Barnes and Company, 1935.

Hand Tennis

Involves keeping the ball in play by batting it with either hand. It is legal to strike the ball on the fly or first bounce.

Court: Paddle tennis court. On each side of the net, a line is drawn across the court parallel to the net and three feet from it. This line is the foul line. The service court lines used in paddle tennis are not needed.

Ball: Any soft rubber ball.

Teams: One or two players on a side.

Serving: Ball is dropped behind the rear line and hit on the first bounce. An underarm swing is used and the ball must be below the waist when struck. The server has only one chance to make the serve good unless a "let". If a "let", the serve is taken over. The same person continues to serve until he loses the point.

In doubles, the serving order is like doubles in badminton. The side serving at the start of the game has only one hand. When the first server is out the ball goes to the opponents. Both players on each side serve before the ball goes to the opponents after the first inning.

Playing Rules: Players can not step across the foul line during play.

Scoring: The serving side can only score points. The game is 15 points.

Reference:

Mason, Bernard S. and Mitchell, Elmer D., Active Games and Contests, New York: A. S. Barnes and Company, 1935.

Peteka

Description: A game played with the hands somewhat similar to handball. It may be played indoors or outdoors by 2 or more players.

Equipment: The peteka -- a soft sponge rubber base with a group of feathers resembling a shuttlecock. The court--27 feet times 8 feet for singles or doubles.

Service: The peteka is served 3 feet behind the back line by an underarm swing.

Rules: The idea is to keep the peteka in action. A miss counts one point. A game consists of 20 points.

Variations: You can also play peteka-volley which is the same game as volley ball only the peteka is used instead of the volley ball.

Reference:

Peteka-Rio. General Sportcraft Company, Ltd., 232 Madison Avenue, New York City.

Deck Tennis

Equipment:

Court -- Singles--12 feet times 40 feet (center line is not used)
Doubles--18 feet times 40 feet
Neutral area--area made by lines drawn 3 feet on each side of the net and parallel to it.
Net ---- 4 feet, 8 inches.
Ring or quoit -- 6 inches in diameter.

Procedure: The object of the game is to toss the ring over the net so that it drops into opponent's court.

Singles service -- Taken on or behind baseline. Must be underhand throw so that the ring rises from the server's hand. Only one chance is given to make a good serve unless a net serve is called. A net serve is always taken again. One server continues to serve until he makes an illegal serve, fails to return a ring, or commits a foul while returning the ring.

Doubles service -- Service alternates from right to left as in tennis as long as the serving side made a point. When side-out is called, the server returns to his original position to receive from his opponents. Therefore, partners alternate in terms at service, always returning to original positions on court after losing serve.

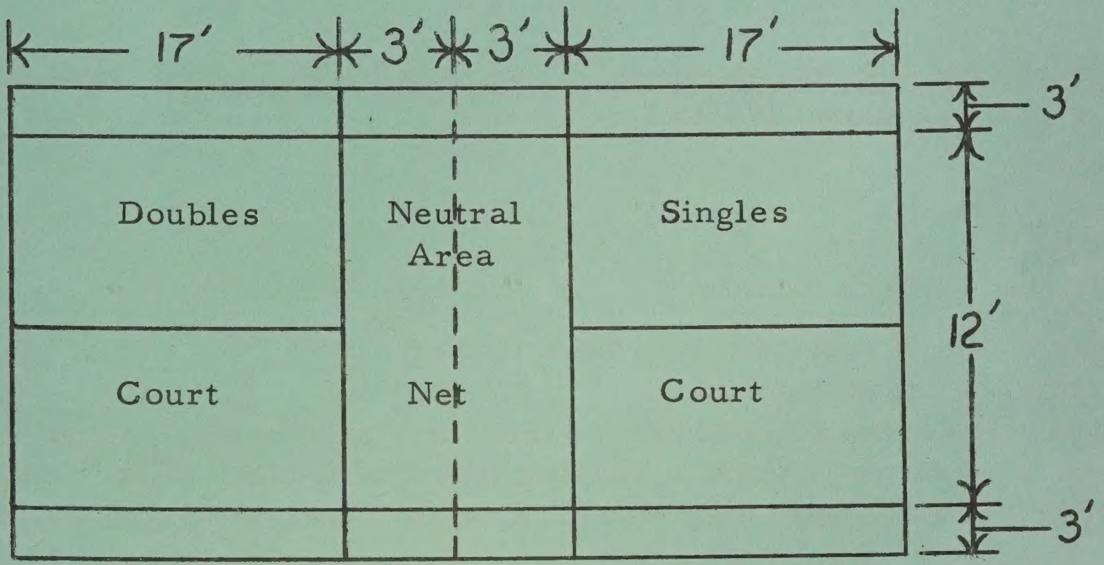
Rules: Receiver must stand back of baseline until the ring leaves the server's hand. After serve, the ring is thrown back and forth until one side misses. Players other than server and receiver may stand anywhere within their half of court while serve is being made. Lines count good. No ring is good if it lands in neutral area.

Scoring:

1. Only serving side scores.
2. 15 points is game.
3. If game is 14-14, it is deuce and one player must score two points in succession to win.
4. Match is 2 out of 3 games.

Deck Tennis (Cont'd)

Fouls:
1. Catching ring with two hands.
2. Catching ring against body.
3. Catching with one hand and changing for the throw.
4. Letting ring slide over wrist.
5. Batting or juggling ring.
6. Holding ring longer than 3 seconds.
7. Tossing ring so that it fails to rise from the thrower's hand.
8. Making a feint.
9. More than one player on side touching ring.
10. Stepping into neutral area to throw or recover ring.
11. Tossing ring so that it lands in neutral area.


17′
3′
3′
17′
3′
12′
3′
Doubles
Court
Neutral
Area
Net
Singles
Court

Team Deck Tennis

Court: Size in proportion to number playing -- one-third size of regulation volley ball court. It is more satisfactory to limit the number of players on a team to 6 or 8 because the game does not provide enough action for more.

Procedure: Players are lined up as for volley ball and the type of rotation will depend on the number of players. The player in the right hand corner serves from behind the baseline and the same player continues to serve as long as her team scores. Only the serving team can score. Any player on the receiving team may catch and return the ring. The rules are the same as the rules for deck tennis with the following exceptions:

1. Game is played in two halves as volley ball.
2. The ring may be touched by more than one player on the receiving team.
3. There is no neutral area. Only the outer boundary lines are used.

Reference:

Official Recreational Games, Bowling, Track and Field Guide. New York: A. S. Barnes and Company, 1946-48.

Teniquoit

Rules are similar to Deck Tennis.

Court: 16 feet times 19 feet with line down center.
Scoring: Identical to lawn tennis.
Serving: Alternates from right to left courts for both the singles and doubles game. The serve is from a serving line 2 and one-half feet back of baseline. This line is only for serving purposes.

Reference:

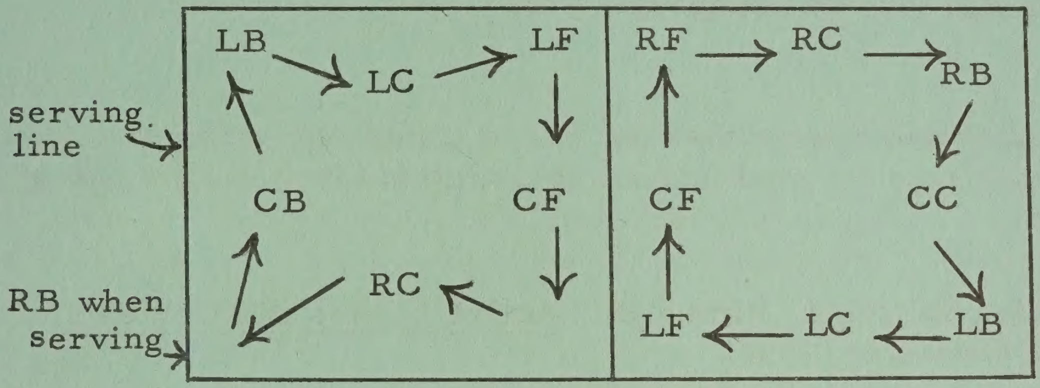
Official Recreational Games, Bowling, Track and Field Guide. New York: A. S. Barnes and Company, 1946-48.

Volley Ball

A game that will keep many people busy on a small space. The idea of the game is to keep the ball in the air all the time by striking it forward and upward by one or both hands.

Equipment: Official volley ball
Court - 60 feet long and 30 feet wide.
Teams: In all official matches, teams shall be composed of eight players.

Rotation:



Playing Rules: See Softball, Volley Ball Guide. New York: A. S. Barnes and Company, 1947-49.

Bibliography:

Frymir, Alice W., and Hillas, Marjorie, Team Sports for Women. Revised, New York: A. S. Barnes and Company, 1942.

Laveaga, Robert E., Volley Ball. New York: A. S. Barnes and Company

Meyer, Margaret H., and Schwarz, Marguerite M., The Technic of Team Sports for Women. Philadelphia: W. B. Saunders Company, 1942.

National Section on Woman's Athletics, Sports Technique Charts. New York: A. S. Barnes and Company, 1943.

Giant Volley Ball

Played on regular volley ball court with a cage ball about 30 inches in diameter. There can be as many as 15 players on a team. The rules are the same as the volley ball rules except that a served ball may be assisted by two players and the head may be used as well as the hands.

Reference:

Mason, Bernard S., Mitchell, Elmer D., Active Games and Contests. New York: A. S. Barnes and Company, 1935.

BALLOON VOLLEYBALL

Equipment: Balloon
Rope used for net (6 feet, 6 inches)
Serving line on each side 6 feet from the net.

Rules are the same as for volley ball with the following exceptions:

1. Two attempts on serve.
2. The balloon may be assisted once on the serve.
3. During play, balloon may be hit five times before it is sent over the rope. No player may hit it twice in succession.

Reference:

Mason, Bernard S., Mitchell, Elmer D., Active Games and Contests. New York: A. S. Barnes and Company, 1935.

Toss Ball

Same rules as volley ball except that the ball is caught or volleyed over the net. Any size court may be used depending on the number participating.

Reference:

Mason, Bernard S., Mitchell, Elmer D., Active Games and Contests. New York: A. S. Barnes and Company, 1935.

Doubles Volley Ball

Played on a small court or badminton court with two players on a side. Volley ball rules are used. The game can be varied by allowing the ball to bounce once in passing it between two players.

Single Volley Ball

Use badminton singles court with one player on a side. Use regular volley ball rules.

Newcomb

Game is similar to toss ball. The ball is caught and thrown rather than batted. The rotation and rules are similar to volley ball rules.

Volley Bounceball

The ball is permitted to bounce on the floor. The net is only 4 feet high. The serve is the same as in volleyball but after the serve, the ball may be played on the fly or after the first bounce. The ball may be played with any part of the body above the hips.
Scoring is the same as in volley ball.

Bounce Volley Ball

The served ball must strike the floor before hitting it over the net. A ball may be relayed by volleying it among its own players as many times as they choose. No player is allowed to hit the ball twice in succession. Once the ball hits the floor, it must be sent across the net. Only the serving team can score. The game is 15 provided the winning team has two points more than opponents.

Fist Ball

The same as bounce volley ball except closed fist must be used in striking the ball during play or on the serve. The server is given two tries to serve provided he has received no help. If help has been received and the served ball is no good, the server does not get another chance.

Bounce Netball

Follows all the rules of volley ball except the server (standing behind the back line) throws the ball so that it bounces over the net. Volleying is not permitted. The ball may be bounced between teammates any number of times before being bounced over the net. No player may hit the ball twice in succession. Players bat the ball with the hands.

Spongeball

Inexpensive game because ball is made from a large, ordinary sponge so that it measures three and one-half inches in diameter. Volley ball court is used and either paddle tennis racquets or tennis racquets. A team has six men. The play is similar to volley ball except the ball is batted with the racquets. An overhand or underhand swing can be used in serving. Two attempts are given. No more than three players can hit the ball before it is hit across the net. Only the serving side scores and the team making 15 points with a two point lead wins.

Other Variations of Volley Ball:

Leeball
Bounceball (Volley-Tennis)

CO-ED GAMES

CO-ED VOLLEYBALL

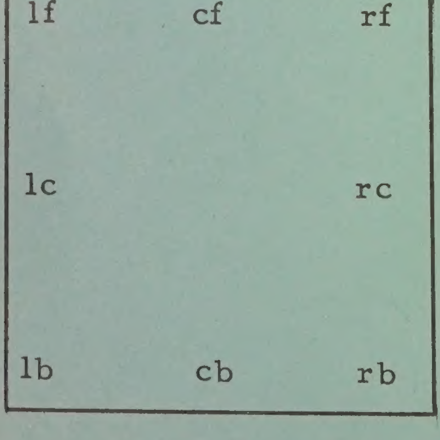
Co-ed volleyball is an excellent team game for mixed groups (men, women, boys, and girls) and it need not be a strenuous physical activity. Co-ed league play is good for teen-agers and young adults. The main body of Women's Rules should apply to the co-ed games.

RULES: (Regular volleyball rules should apply but with exceptions as listed)

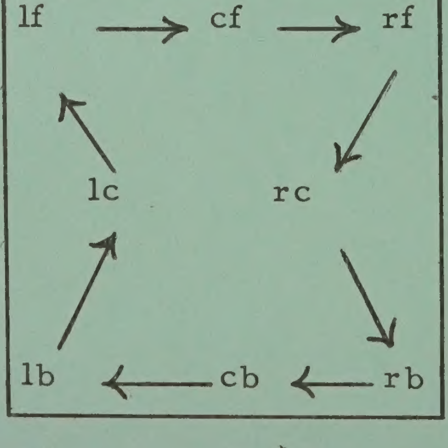
1. A team may consist of 6 or 8 players. (Eight players required for women; six for men)
2. A team must consist of equal number of men and women.
   a. Exception: If there are uneven numbers of one sex, the larger number should be women.
3. If agreed upon by both teams, ladies may be allowed an "assist" on their serve. This is optional!
4. No "spiking" will be permitted in co-ed games.
5. Players should be equally divided on the team. Do not allow two men to play side by side on a team.
6. Any one lady may play ball "twice" for one volley as specified in Women's Rules.

DIAGRAMS: Team positions and rotations:

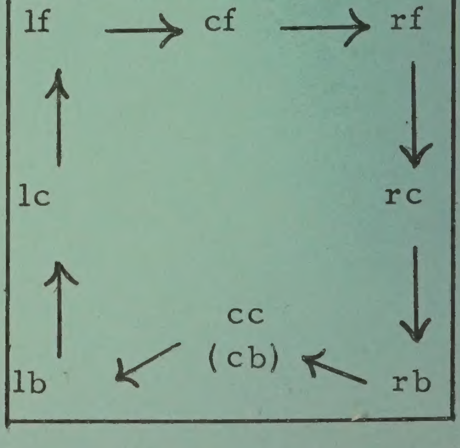
Team/Court Positions



Type of Rotation



Type of Rotation



CO-ED SOFTBALL

This is an ideal sport for teen-agers and young adults when played as a co-ed game. It would be well, in some instances, to use the 14 or 16 inch softball instead of the 12 inch softball. This would keep down many of the long fly balls that the men are able to drive out.

RULES: (Regular softball rules should apply, but with the exceptions as listed)

1. Team will consist of 9 players.
2. Only 4 men are allowed on any one team.
3. Men are not allowed to pitch.
4. Do not allow two men to bat in succession in the batting order.
5. For safety of the ladies, men base runners are not permitted to slide into a lady playing a base position. (Sliding into a base is permitted, if no body contact is made.)

CO-ED DECK TENNIS

Use deck tennis rules, but do not permit hard throws by the men.

CO-ED VOLLEY-DECK TENNIS

Use deck tennis rules for throwing and catching the deck tennis ring. Men should be equally divided on the team. Use volleyball rotations. Team may consist of any equal number of players to a team, provided there are the same number of men on each team.

CO-ED NEWCOMB

Same as Volleyball except that Newcomb rules are used. Ball must be caught and thrown. No hard downward throws permitted by men at net.

OTHER CO-ED GAMES AND SPORTS

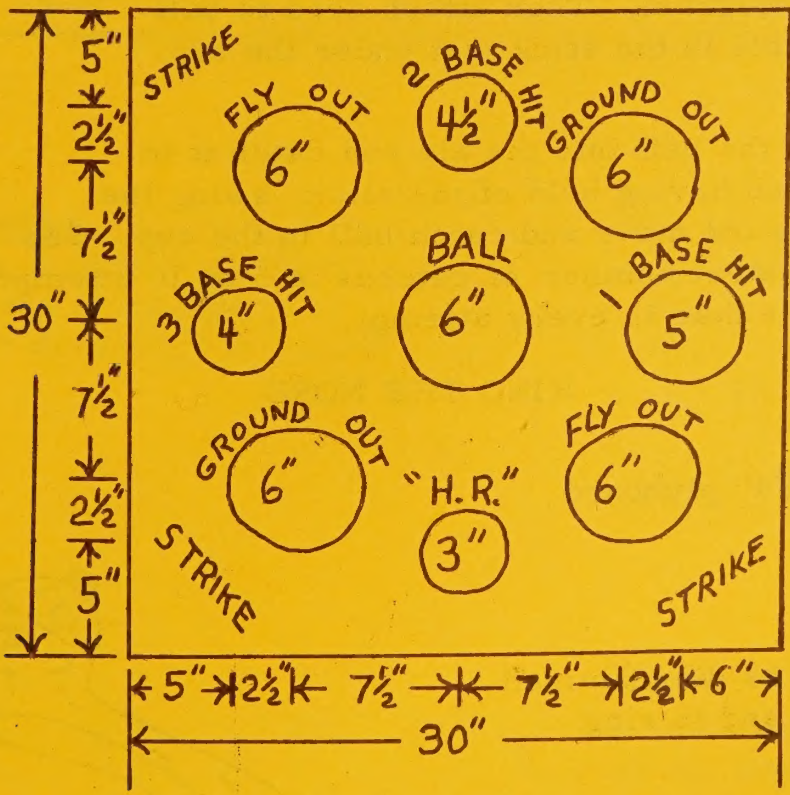
Swimming
Badminton
Sailing
Boating
Hiking
Skating
Archery
Bowling
Croquet
Riflery
Golfing
Horseback Riding
Camping
Fishing
Card Games
Horseshoes
Tennis

MAKE A GAME
BOARD

INTRODUCTION

Popularity in your recreation and playground program will certainly be obtained if GAME BOARDS are a part of your equipment and program. Using a quotation, "It is like killing two birds with one stone," Bird One: as an Arts and Crafts program--they will be better appreciated if the children could actually have a part in constructing them; Bird Two: these boards will provide games and fun for individuals, small groups, the handicapped, develop skills, and for the church, school, camp, club, family, picnics, carnivals, and parties. They are ideal for small spaces, rainy days and hot weather. By rotating the game boards, you can always keep them popular and interest stimulated, especially if the same group uses them regularly. They are helpful in pulling the "shy" and bashful person into the program and at the same time helps these individuals to outgrow this feeling. Keeping them in good condition and painted with bright colors will help them to have a "come-on and play" look. If there are doubts as to their popularity, look at the number of people who pay to play them at fairs and carnivals.

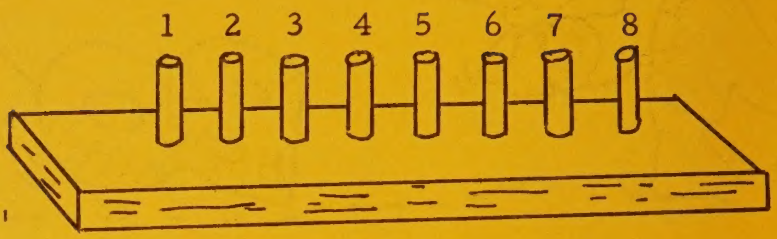
BEANBAG BASEBALL



This is best played with a group divided into two teams. Each batter continues to throw bean bags until he is either out or on base. Regular baseball rules are used. Everytime you hit the board and the bean bag fails to go through a hole, it is a "strike." If you miss the board entirely, "you're out."

GAME BOARDS

Reverse the Pegs



Materials Needed

1 board 3/4" x 1-1/4' x 6"
1' of 1/4" doweling

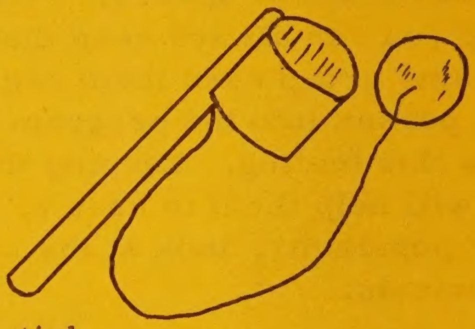
How to Construct

Bore 9 holes (1/2" wide and 1/2" deep)
Make 8 pegs each 1-1/2" long
Number ends of pegs 1 to 8

How to Play

Place pegs in board as diagrammed. The game is to reverse the line of pegs by moving one at a time one space or by jumping a peg. This can be done in 36 moves.

SCOOP



Materials Needed

2' piece of mop or broomstick
Tin cup and two stove bolts
Rubber ball and 2'-6" length of cord

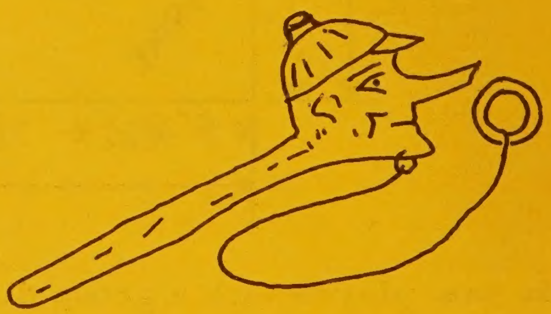
How to Construct

Remove handle from cup and make two holes in one side of the cup large enough for bolts to be inserted. Bore holes in one end of the stick and fasten cup as on diagram. Then attach cord to ball and tie other end to hole in the stick just under the cup.

How to Play

The game is to throw the ball into the air and catch it in the cup. With one hand having hold of the stick, swing the ball with a forward-upward move and catch ball in the cup. See who can make the greatest number of catches in 5 or 10 attempts. The game is to make a hole in every attempt.

RING THE NOSE



Materials Needed

1 piece of 6" x 2' of 1/4" plyboard
2' of string
Rubber jar ring

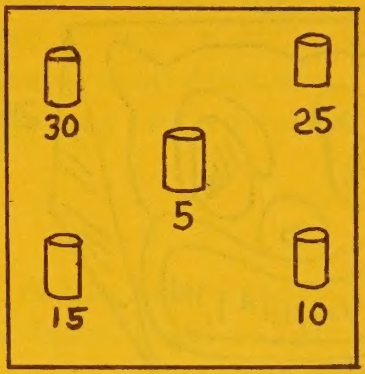
How to Construct

Cut out a figure such as diagrammed
Fasten string to chin and to ring

How to Play

Swing the ring up into the air and try to ring the nose. Agree on number of attempts - high score wins.

TIN CAN BALL



Materials Needed

1 piece 2' x 2' wallboard
5 tin cans of different sizes
5 cotter pins and washers
Denim (overall) material for 5 beanbags
Some beans, corn, sand, etc.

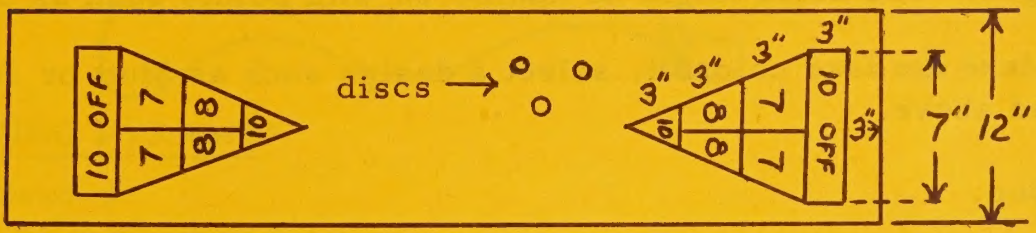
How To Construct

Place tin cans and numbers on board as in drawing.

How To Play

Stand 10 feet from target and add total score made from tossing five bags in the cans.

TABLE SHUFFLE - BOARD



Materials Needed

1 piece 12" x 3' of 1/4" plyboard
9' of 1/4" strip of molding
8 discs of 1" doweling 1/4" thick

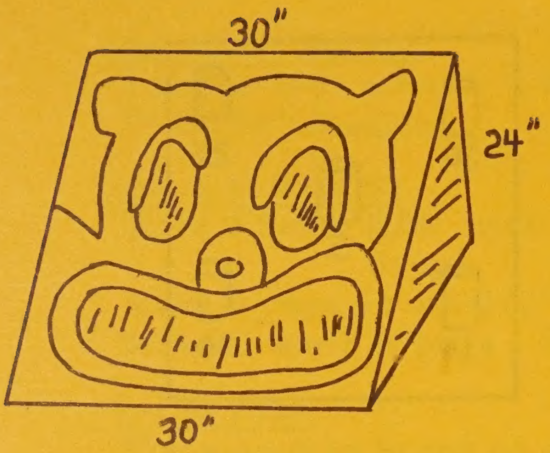
How To Construct

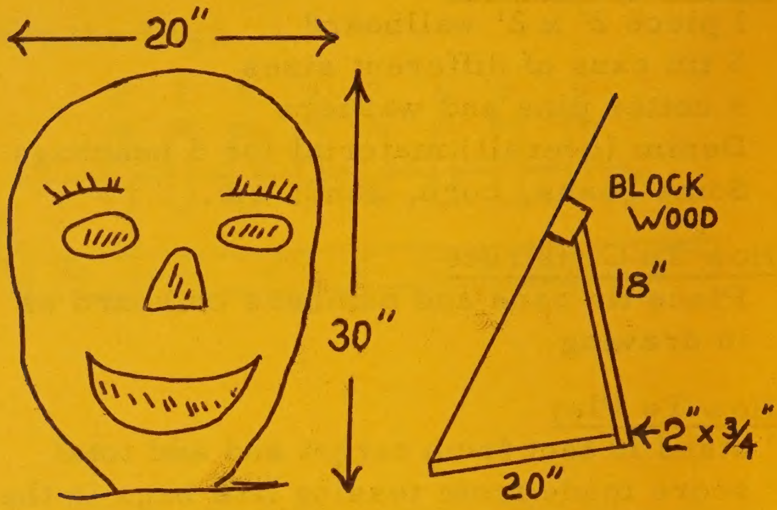
Lay out as diagrammed. Fasten strips around edge of playing field. Paint or stain boundaries of targets at each end. Cut discs and paint or stain 4 one color and 4 discs another color.

How To Play

Two or four persons play this game. Each player alternately places a disc on "10 off" area and snaps it to opposite end until all right discs are played. Score is made only by those which are clearly in target area. Disc on a line does not score. (If four play, partners are formed - one playing at each end of board.) Agree on some score as the objective, such as 50, before game is started.

BEAN BAG TOSS





The Face:

Size: This depends upon the shape of the target, but it would have dimensions of approximately 30 inches.

Holes: They will vary depending on the face used for the target, but be sure that the holes are large enough so that the little children will not become discouraged. The holes might be numbered with points such as 5 or 10.

Color: Make the face colorful, select a design such as Mutt or Jeff or as illustrated above.

The Bean Bag:

Beans - Use Navy beans or kernels of corn.

Cover - Canvas or bed ticking make good covers. Heavy material is needed as the bean bags will receive hard use. Use India ink or paint to put numbers on the bags.

Suggestions: Have the boys on the playground make the targets, you supplying the materials. The older girls can help make the bean bags.

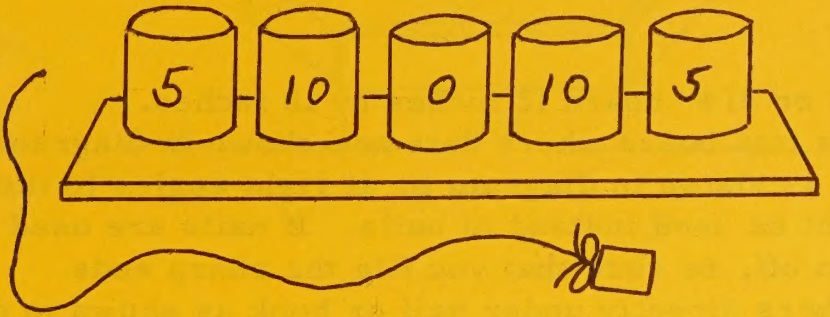
LEADING:

a. Suggested Material To Be Used:

Five number two tin cans, one piece of heavy twine, a small 2" x 2" canvass bag filled with sand. One piece of lumber 2" x 4" x 36". The cans are nailed in a row on the lumber spacing them equi-distance. They are numbered 5, 10, 0, 10, 5, consecutively. The bag is tied to the end of a 72" piece of twine.

b. No cost.

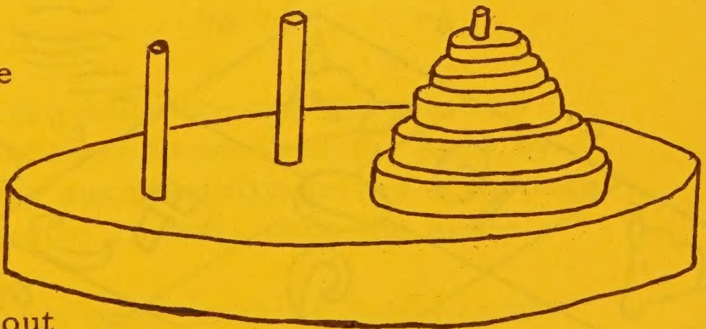
c. Rules of the game: The player stands at the end of the board facing the last can. He swings the bag in a complete circle from right to left, or overhand, and attempts to drop the bag into one of the scoring cans. His score is indicated on the cans. The game is fifty, but any player who drops the bag into the "O" can lose his entire score and must start over.



THE SHIFTING PYRAMID:

Materials Needed:
1 piece 3/4" x 8" white pine.
1 piece 3" x 10" of 1/2" board or 1/4" plyboard.
12" of 1/4" dowel (for wooden pins).

How To Construct:



Take the 3" x 10" and saw out 5 pieces one each of 3" x 3", 2-1/2" x 2-1/2", 2" x 2", 1-1/2" x 1-1/2", and 1" x 1". With a 1/4" bit, bore holes through the center of each of the five pieces. Cut the dowel into 3" pieces and insert them into the 3/4" board about 4" apart. Bore holes about 1/2" in depth and glue dowels into the holes. Sand all pieces. (The diagram shows board and pieces cut round.)

How To Play:

Place 5 pieces on one peg in pyramid formation. The object is for one person to shift the entire pyramid (5 pieces) to another peg one piece at a time and at no time having a larger piece above a smaller one. Can you do it in 31 moves -- that's perfect?

RING TOSS GAME

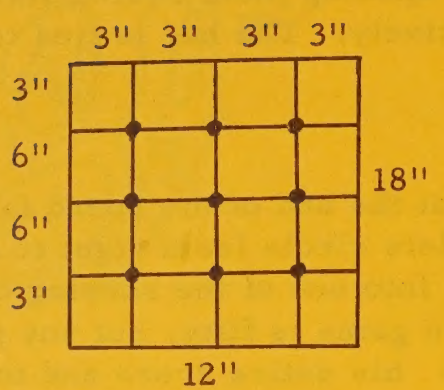


Diagram a

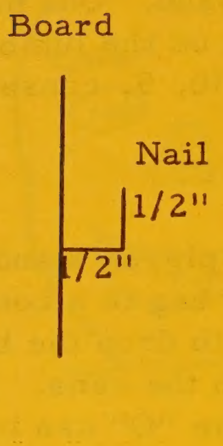


Diagram b

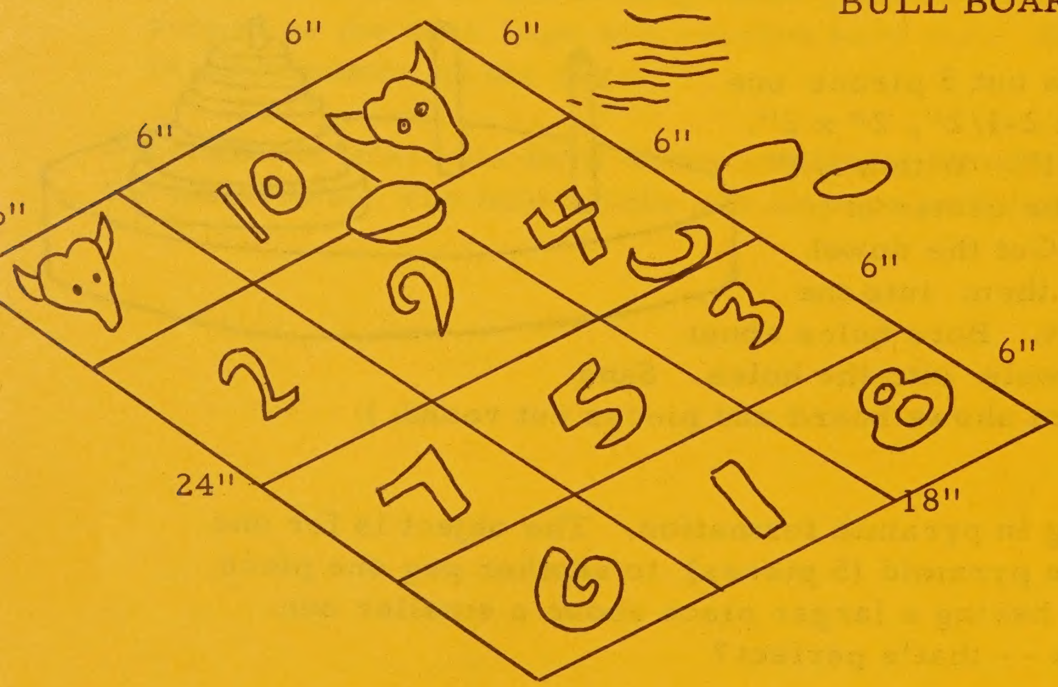
Material:
Board 12" x 18" x 1/2 or 3/4"
Nails - six penny
Rubber jar rings (5)

Procedure:

1. Cut the 1/2 or 3/4" board 12 inches by 18 inches.
2. Drive nails into board where dots are shown in diagram a. Then bend them over as shown in diagram b, at right angles to the board. Cup hooks might be used instead of nails. If nails are used and you need to cut them off, be sure that you file the sharp ends.
3. Paint numbers directly under nail or hook as shown in diagram a.

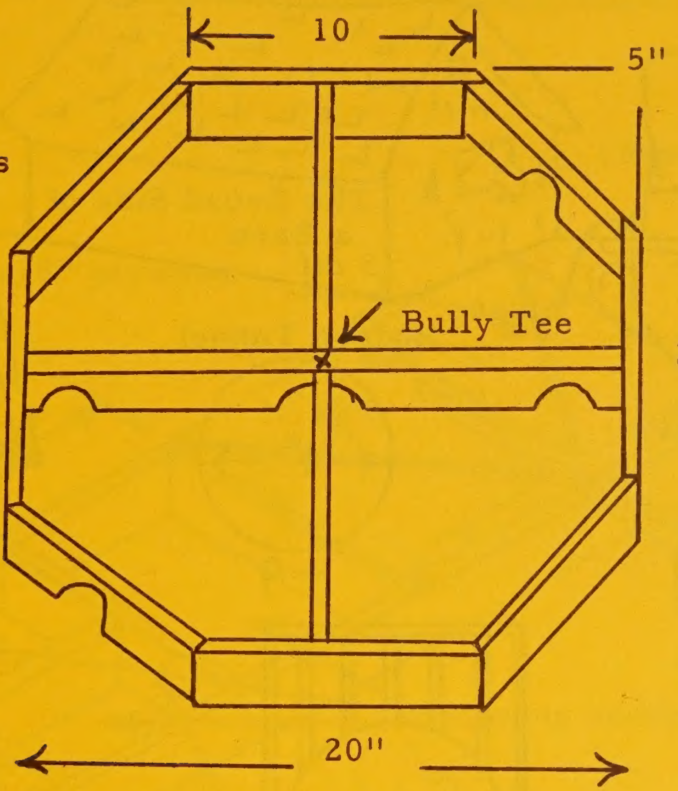
The game itself -- participant uses rubber jar rings (used by housewives in preserving vegetables). The distance away from the board will be determined by the age and ability of the child. This board can be leaned up against a tree, post, or building.

BULL BOARD

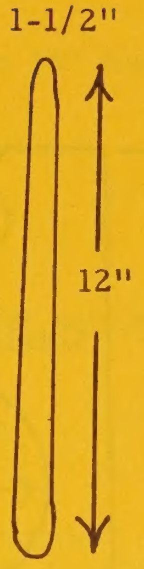


Material:
Board, possibly beaver board, wall board, plywood, "masonite," 18" x 24"
Rubber heels - six old heels with 1 and 2 or A and B marking them as a set.

TABLE BOX HOCKEY



Mark 5" from corners
on a 20" piece, and
cut off.



Bully Stick

Puck
Diameter 2"
Thickness 3/4"

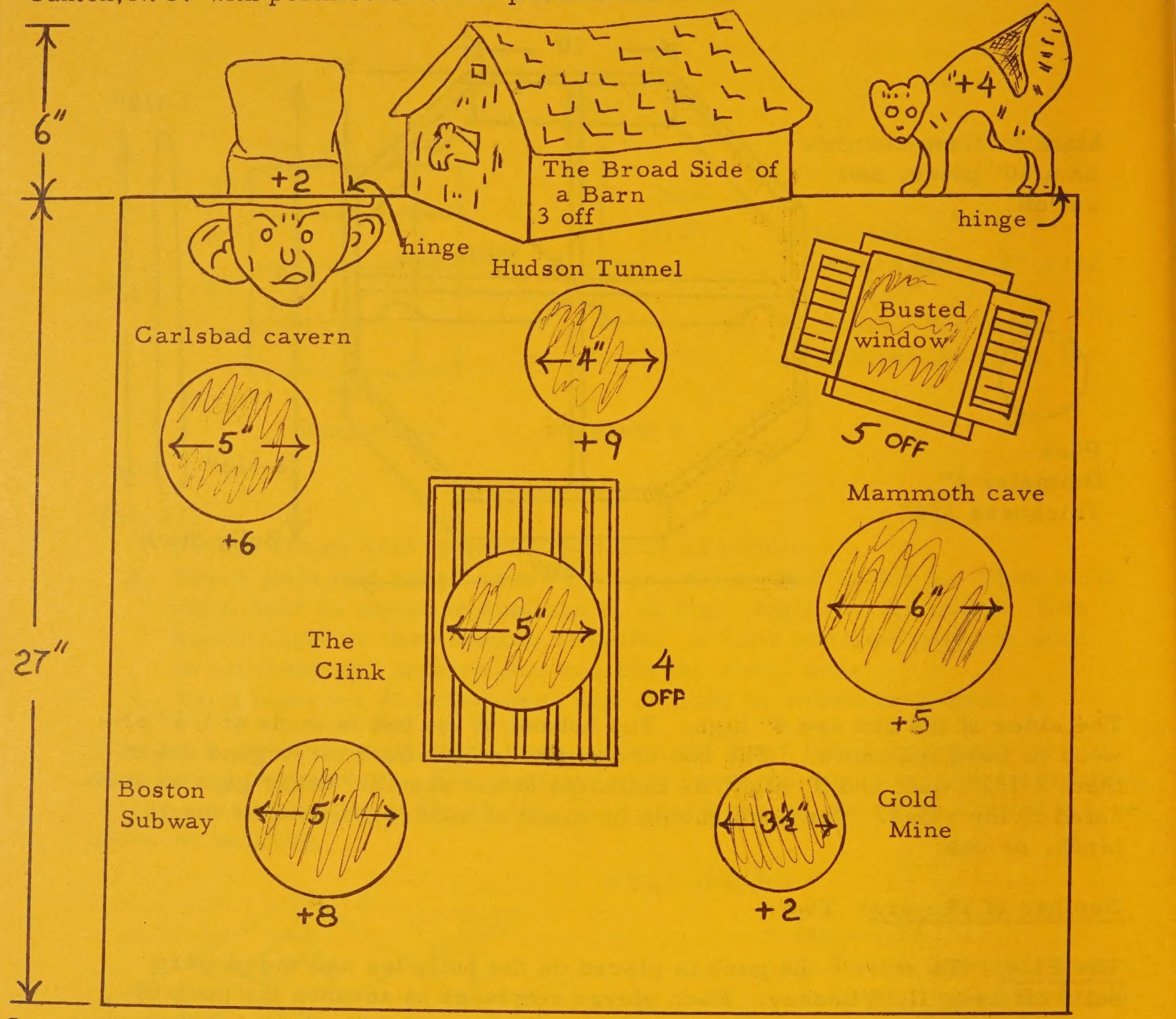
The sides of the box are 4" high. The bottom of the box is made of 1/4" plywood or hard masonite. The two cross pieces both have three gaps cut in them 2-1/2" wide and 3" high, as indicated in the sketch. Other gaps as indicated in the sides. The puck should be made of hard wood such as maple, birch, or oak.

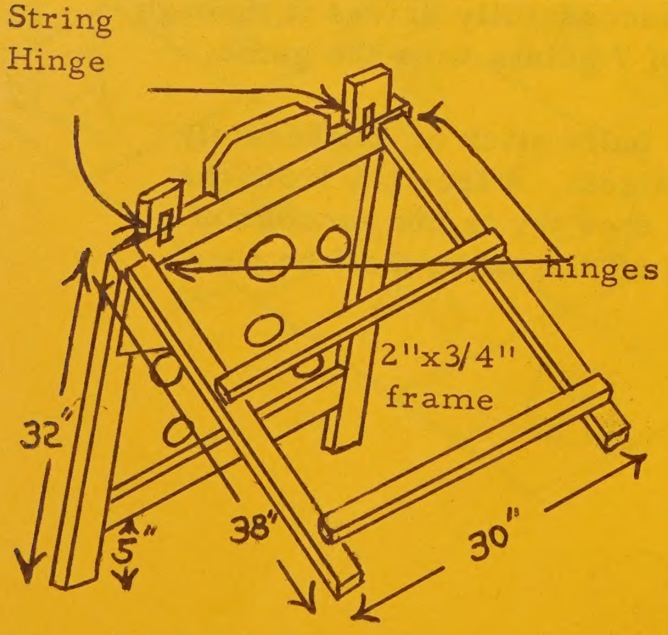
Number of Players: Two

The Play: To start - the puck is placed on the bully tee and the players bully off as in field hockey. Each player continues to advance the puck by striking it with the bully stick until one player successfully drives it through his opponent's goal. The player winning 4 out of 7 points wins the game.

Fouls: A player blocking any aperture with his bully stick or deliberately striking his opponent's bully stick shall be penalized. A free try from the bully tee will be allowed to his opponent. If the free try is not successful, the puck is immediately in play. A puck falling off the table shall be put back in play again from the bully tee.

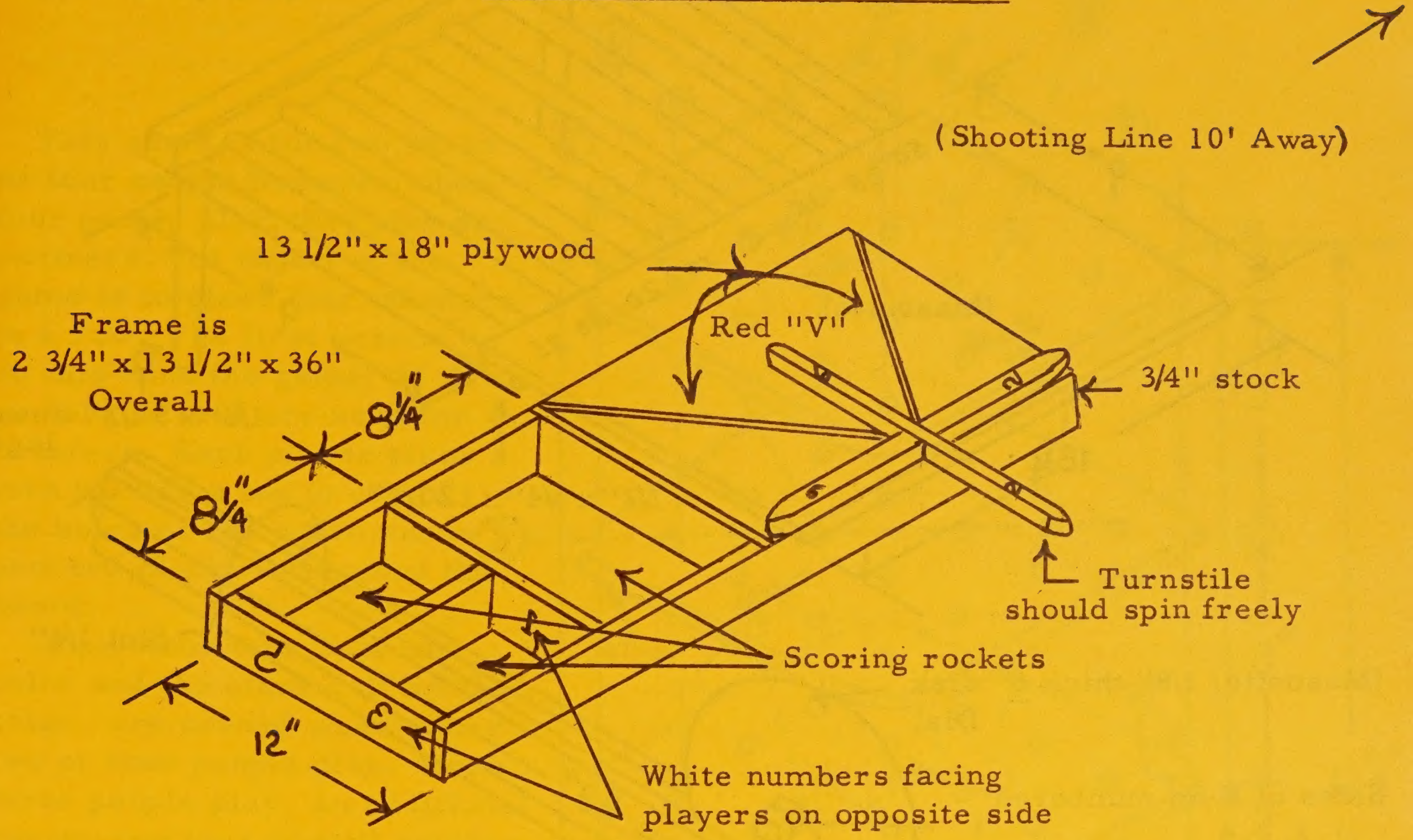
This material was originally published in the April, 1950 issue of POPULAR SCIENCE: the game was modified and the plans were drawn by Walter C. Cowart, Jr., Canton, N.C. with permission of the publishers.


6"
27"
+2
hinge
The Broad Side of a Barn
3 off
+4
hinge
Hudson Tunnel
4"
+9
Busted window
5 OFF
Carlsbad cavern
5"
+6
Mammoth cave
6"
+5
The Clink
5"
4 OFF
Boston Subway
5"
+8
Gold Mine
3½"
+2


String Hinge
hinges
2"x3/4" frame
32"
5"
38"
30"

The object of the game is to reach a a score of 50 points; of course busting a window or landing in the clink won't help to reach that score. Any number of persons can play, each player throwing 3 bean bags each time his turn comes up. Cut the seven openings as indicated. Saw the barn in silhouette; reinforce the barn, hat, and cat with 3/4" lumber. Use spring hinges for the cat and hat. Use a bright color to outline the holes and for printing. Trapezoidal shaped blocks, hinged to the front frame and hooked to the back frame, keep the board in the desired position when in use, yet allows the frames to be folded when not in use.

WHIRLING BEANBAG GAME



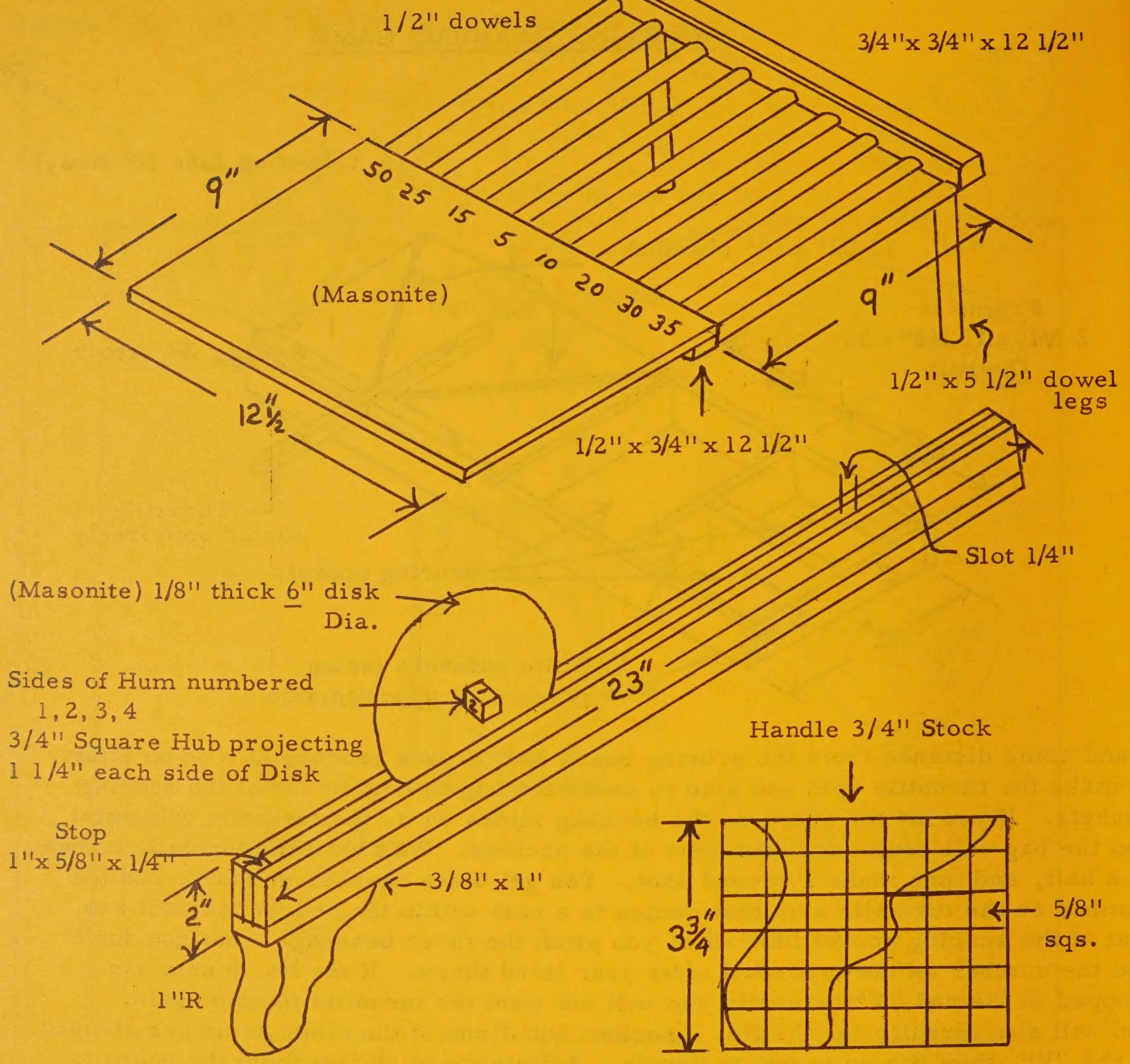
(Shooting Line 10' Away)
13 1/2" x 18" plywood
Frame is
2 3/4" x 13 1/2" x 36"
Overall
Red "V"
3/4" stock
8¼"
8¼"
12"
2
3
6
2
3
Turnstile
should spin freely
Scoring rockets
White numbers facing
players on opposite side

Stand some distance from the scoring board and throw a beanbag at it in an effort to make the turnstile spin and also to cause the bag to land in one of the scoring pockets. If you hit the board so the beanbag slides on it, the turnstile will whirl and the bag will continue on into one of the pockets. Wait until the turnstile comes to a halt, and then make a second shot. You get three chances to score, and the number on the turnstile arm that comes to a rest within the red "V" is added to that of the scoring pocket into which you pitch the three beanbags - but you don't add the number on the arm until after your third throw. If the No. 6 arm has stopped in the red "V" naturally you will not want the turnstile to spin again, and will aim directly for the No. 3 pocket; but if one of the other arms has stopped in the "V", then it's up to you to decide. A distance of 10 feet from the board is about right for adults and larger children.

A ball bearing caster can be utilized to make the turnstile turn freely, remove the wheel from the caster and spread the two side pieces apart so that they will lie flat against the bottom of the turnstile.

This material was originally published in the August, 1945, issue of POPULAR SCIENCE: these plans were drawn by Walter C. Cowart, Jr., Canton, N. C., with permission of the publishers.

SHOOTING-DISK GAME

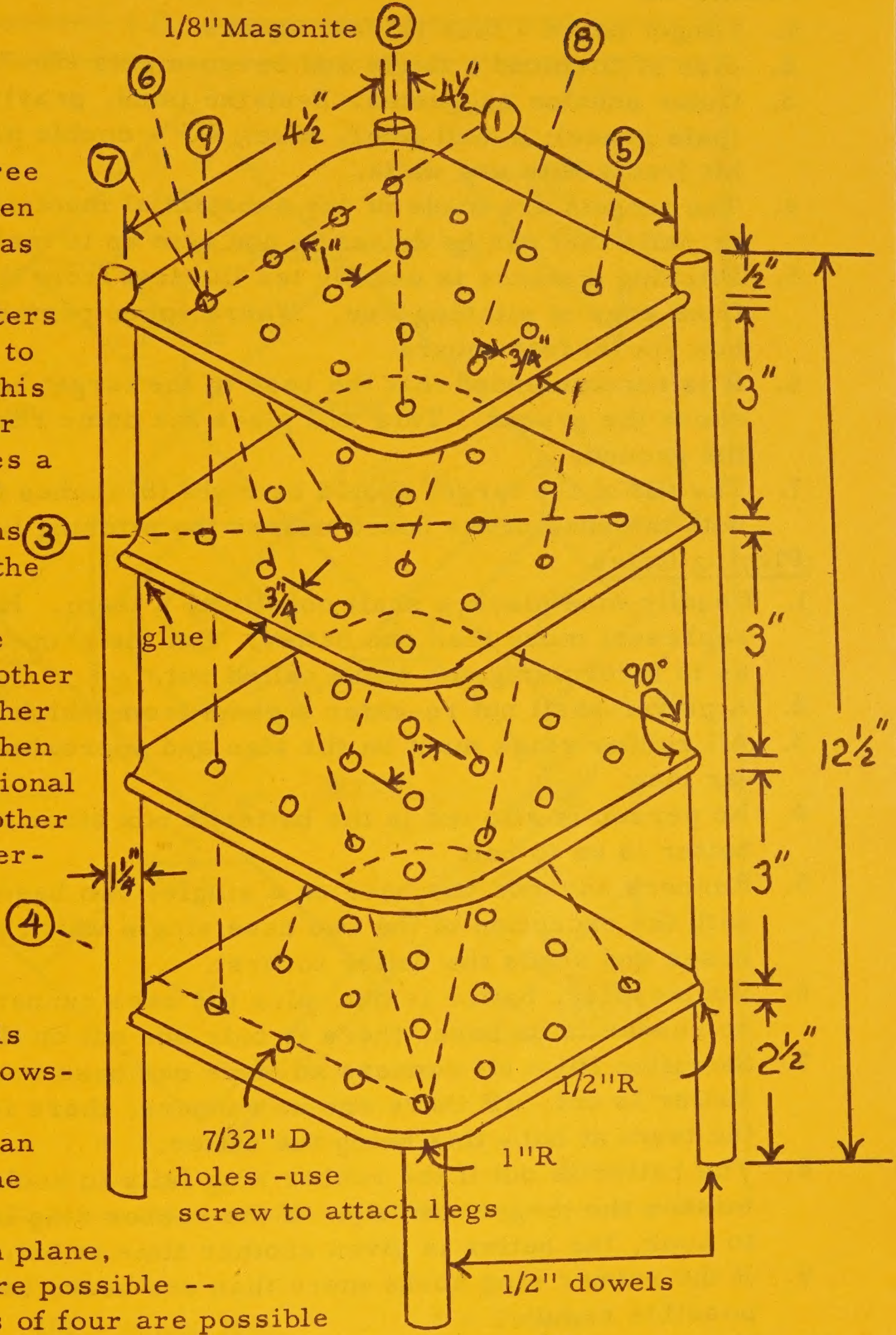

1/2" dowels
3/4"x 3/4" x 12 1/2"
9"
50 25 15 5 10 20 30 35
(Masonite)
9"
1/2" x 5 1/2" dowel legs
12½"
1/2" x 3/4" x 12 1/2"
Slot 1/4"
(Masonite) 1/8" thick 6" disk Dia.
Sides of Hum numbered 1, 2, 3, 4
3/4" Square Hub projecting 1 1/4" each side of Disk
23"
Handle 3/4" Stock
Stop 1"x 5/8" x 1/4"
3/8" x 1"
2"
5/8" sqs.
3¾"
1"R

The disks are sped by gravity down an inclined gun and roll along the floor to the slotted target. Set the target at one end of the room about 6 feet away. Rest the end of the gun on the floor at an angle of approximately 35 degrees, and then let each of the three disks roll down the gun. With luck, they will roll into the slots. The score is computed from numbers on each slot and on the square hubs that support the disks in the slots. To secure the total score, multiply the upper most hub number on each disk by the number of its slot, and add together. High score wins.

This material was originally published in the December, 1946, issue of POPULAR SCIENCE: these plans were drawn by Walter C. Cowart, Jr., Canton, N.C., with permission of the publishers.

TICK TACK TOE

"Four in a Row"



This game is for two, three or four people; however, when four people play, they play as partners. The object of the game is to place four counters in a row. The first person to do this wins the game. In this game, golf tees are used for counters. Each player takes a turn placing a tee in one of the holes on the board; turns proceed clockwise around the board.

Sixty-four tees, half one color and the other half another color, are needed when either two or four people play. When three people play, an additional twenty-two tees of still another color are needed. The different ways of obtaining four in a row are as follows:

There are ten possible rows of four in each of the four horizontal planes. This includes the two diagonal rows-(1) (2) (3) (4). Using these ten rows, but starting with an outside hole on the top plane and extending down to the opposite side on the bottom plane, 20 different rows of four are possible -- (5) (6) (7) (8). Sixteen rows of four are possible straight down from the 16 holes in the top horizontal plane--(9). This game is made from Masonite and 1/2" dowels as per diagram. One note of caution-- be sure the slots in the two side dowels for the four pieces of Masonite are cut the exact thickness of the Masonite so as to insure a snug fit. Note also the Masonite pieces are cut square with the corners rounded as shown.

RE: March, 1951, issue of POPULAR MECHANICS, prepared for mimeograph, with alterations by Walter C. Cowart, Jr., with publisher's permit.

RING TOSS BASEBALL RULES

The Board

1. Target board - four (4) feet square
2. Size of Diamond - thirty and seven-eights (30-7/8") inches square
3. Color scheme suggested: S-strike (med. gray); O - out (orange); F-foul (pale green); B-ball (med. blue); DP - double play; and SH - sacrifice hit (red); Hits are white.
4. The targets are made of any substantial material which will hold cup hooks or nails that can be driven in and bent up to make a hook.
5. Pitching distance is usually ten (10) feet from the base of the board to the front edge of pitching line. Where space permits there shall be a batter's box six (6) feet square.
6. It is recommended that the base of the target be twenty-four (24) inches above the ground. This will place the home run hook four (4) feet above the ground.
7. The tilt of the target should be eight (8) inches from the perpendicular with the base of the board nearer the pitching line.

Playing Rules

1. Usually nine players shall constitute a team. However, one player may represent more than one batter. But the proper player must bat in turn as in a regular game or be called out.
2. A player shall not re-enter a game from which he has retired.
3. All rubber rings must be the size and approximate weight of a preserve jar ring.
4. No person is allowed in the batter''s box other than the batter while the batter is up to bat.
5. Runners advance one base on a single, two bases on a two base hit, etc., with the exception of the two base single which advances all runners two bases and sends the batter to first.
6. Double-play, batter is out, plus the base runner nearest home. (In case no runner is on base, there is only one out on the play - the batter.)
7. Sacrifice Hit - all runners advance one base including runner on third. Batter is out. (If there are no runners, there is only one out charged to the team at bat - this being the batter.)
8. The batter is out if the rubber ring fails to hook and falls to the ground or misses the target entirely. If the rubber ring lodges on the board but fails to hook, the batter is given another time at bat.
9. If the rubber ring hooks more than one hook, batter is given the best possible result.
10. The batter's foot may touch the batter's box line without penalty. If he over-steps the line, he is declared out.
11. All rubber rings are removed from the target after each batter.
12. There shall be an umpire who is not a member of either team. All decisions or disputes will be ruled upon by the umpire. The umpire will keep score.
13. Unless covered by these rules, regular baseball rules will prevail.
14. Attached is the suggested diagram of the target and DIAGRAM KEY AND COLOR KEY which is suggested to be used with these rules.

RING TOSS BASEBALL RULES (continued)

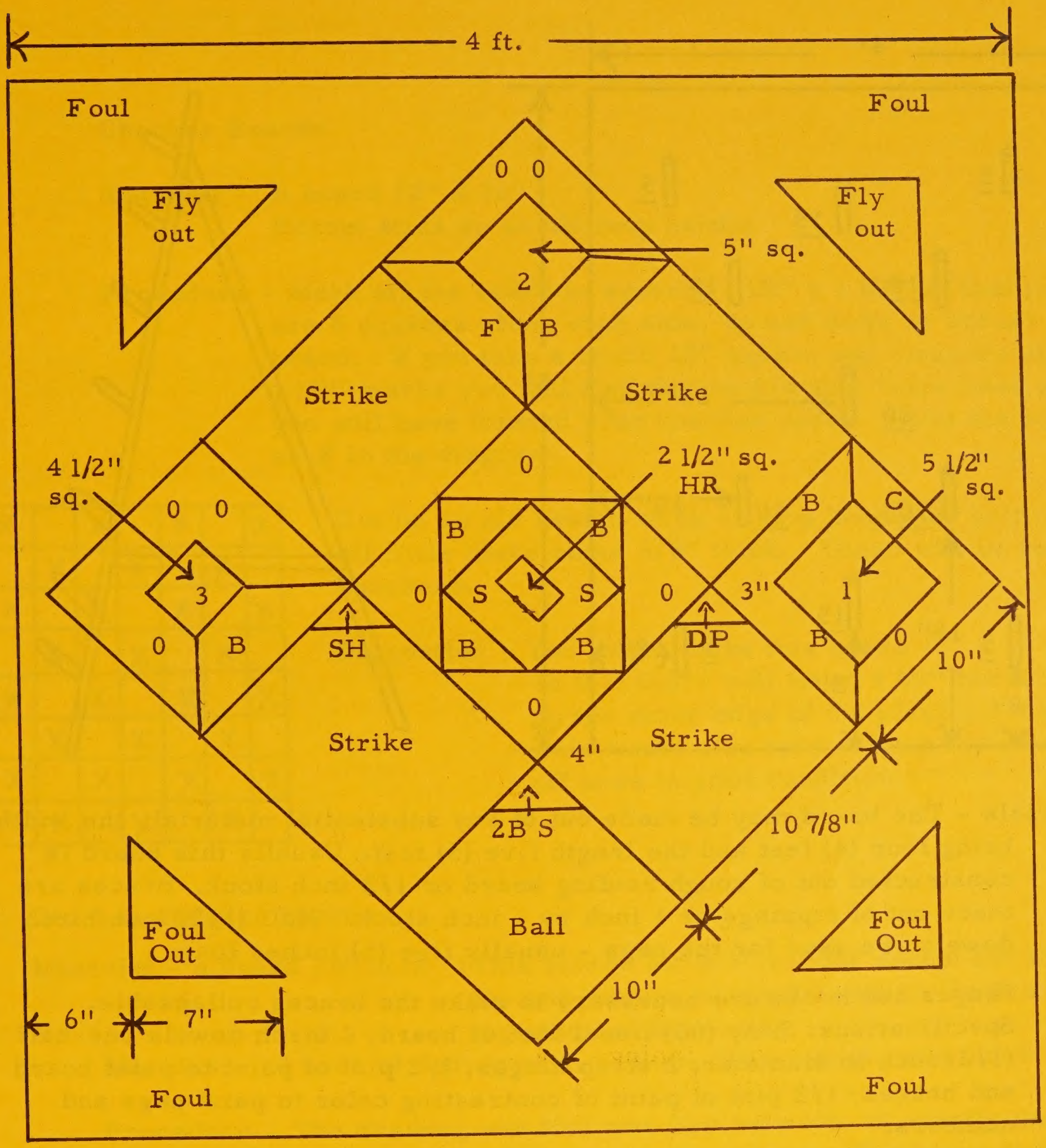

4 ft.
Foul
Foul
Fly out
Fly out
0 0
5" sq.
2
F
B
Strike
Strike
4 1/2" sq.
0 0
3
0
B
0
2 1/2" sq. HR
B
B
S
S
B
B
0
SH
0
3"
DP
5 1/2" sq.
B
C
1
B
0
10"
Strike
Strike
0
4"
2B S
10 7/8"
Ball
Foul Out
Foul Out
10"
6"
7"
Foul
Foul

DIAGRAM KEY

0 - Out
S - Strike
DP - Double Play
SH - Sacrifice Hit

HR - Home Run
2BS - Two Base Single
1 - Single
2 - Double

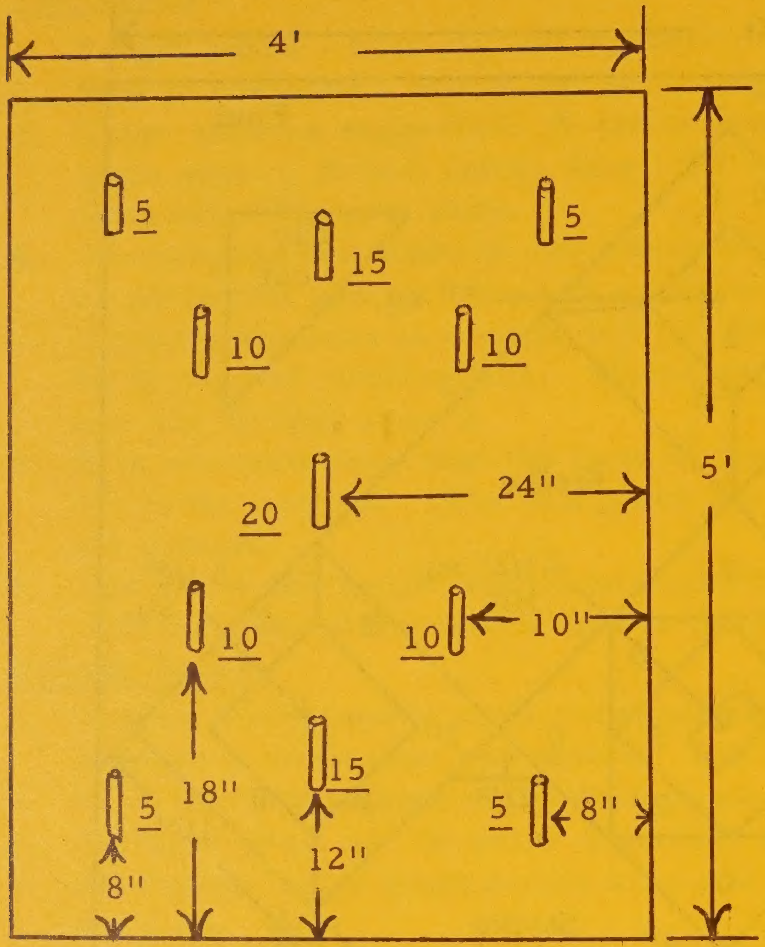
3 - Triple
B - Ball

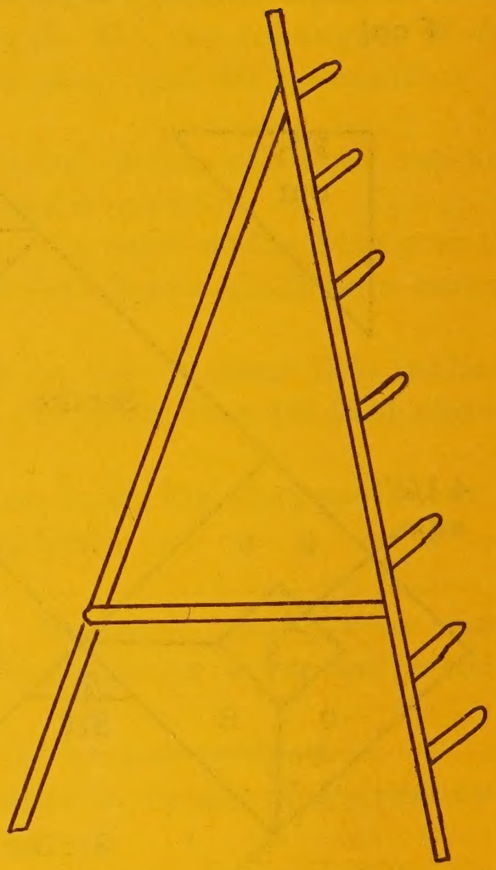
COLOR KEY

OUT - Orange
HITS - White
BALL - Medium Blue
FOUL - Pale Green

STRIKE - Medium Grey
DOUBLE PLAY - Cardinal Red
SACRIFICE HIT - Cardinal Red

RING-O-PEG-BOARD





Materials - The board may be made out of any substantial material, the width being four (4) feet and the length five (5) feet. Usually this board is constructed out of rough roofing board or 1/2 inch stock. Braces are made out of rippings or 1 inch by 1 inch stock. Half (1/2) inch birch dowels are used for the pegs - usually five (5) inches long.

Hinges and hooks are necessary to make the braces collapsable. Specifications: Sixty (60) lineal feet of board; 2 birch dowels one-half (1/2) inch in diameter; 2 strap hinges; 1/2 pint of paint to paint board and braces; 1/2 pint of paint of contrasting color to paint pegs and numbers.

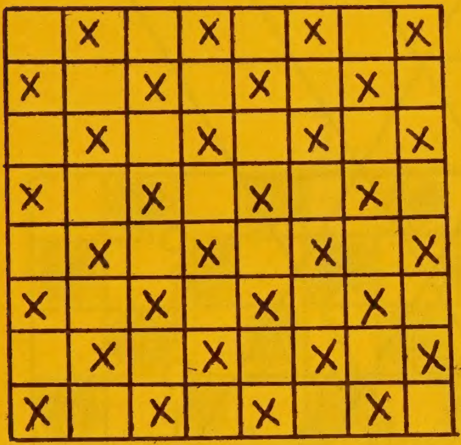
Equipment: A 4'x 5' board as illustrated above. Eight rings (rope or rubber) with a five (5) inch diameter. Four rings of one color and four rings of another color.
Players stand back of a pitch line twelve (12) feet from target.

Game: It is usually played by innings, an inning being completed after each player has tossed the four rings. 100 points is a game. If it is played by teams the team having compiled the most number of points, after each member of each team has completed his throws, is declared the winner.

Checker Boards

Material - A board 12" x 12"
Broom stick or an old mop handle

Procedure - Mark off the board in squares 1 1/2" x 1 1/2" so that there are 8 squares along each side, up and down or across the board. If you take a board 12" square and measure off 1 1/2" marks you will find that by drawing these lines off you will have formed your checker board. Paint the squares as X in the diagram.



	X		X		X		X
X		X		X		X	
	X		X		X		X
X		X		X		X	
	X		X		X		X
X		X		X		X	
	X		X		X		X
X		X		X		X	

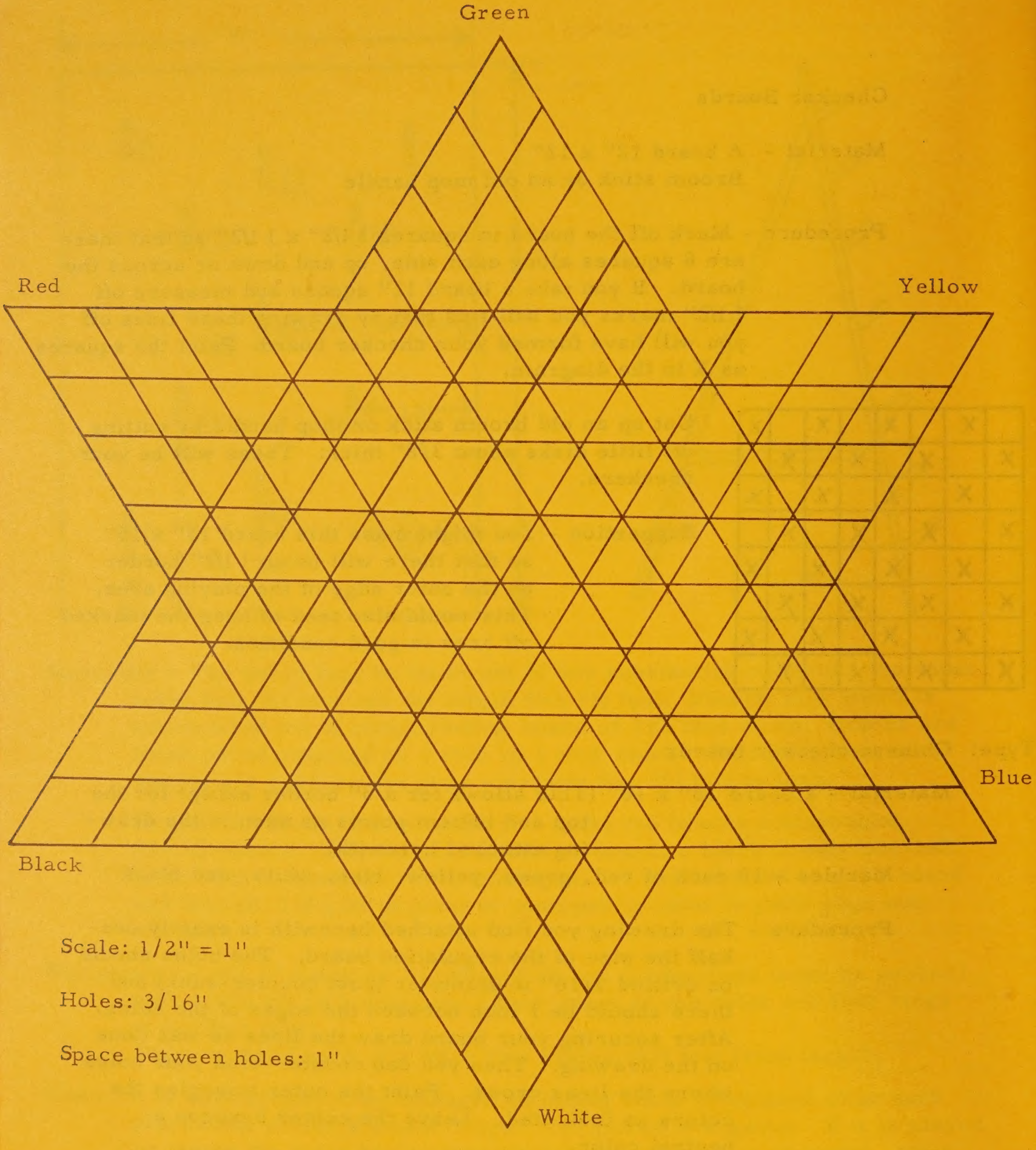
Cut up an old broom stick or mop handle by cutting off little disks about 3/8" thick. These will be your checkers.

Suggestion - You might make this board 15" x 15" so that there will be an 1 1/2" border on the outer edge of the playing area. This would also tend to keep the marked off area in good condition.

Type: Chinese checker boards

Material - a board 18" x 18" (This allows for a 3" border except for the top and bottom points as seen in the drawing attached herewith)
Marbles - 10 each of red, green, yellow, blue, white, and black

Procedure - The drawing you find attached herewith is exactly one-half the size of the regulation board. The holes should be drilled 3/16" in diameter (Just counter-sunk) and there should be 1 inch between the edges of the holes. After securing your board draw the lines as was done on the drawing. Then you can counter-sink your holes where the lines cross. Paint the outer triangles the colors as indicated. Leave the center hexagon a neutral color.


Green
Red
Yellow
Blue
Black
White

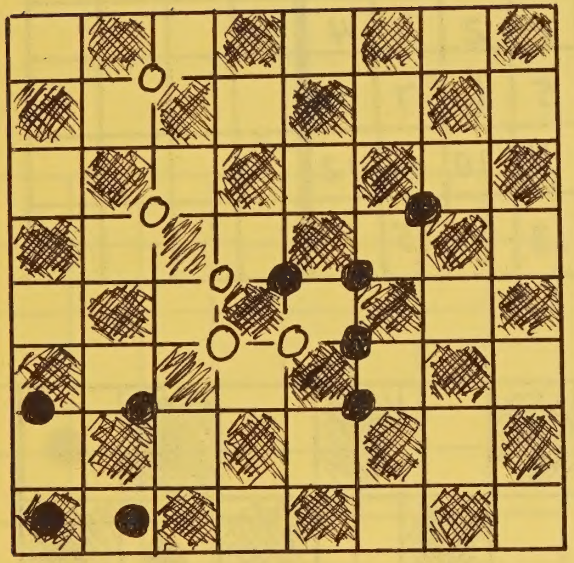
Scale: 1/2" = 1"

Holes: 3/16"

Space between holes: 1"

Checker Board Games

GOBAN or FIVE IN A ROW



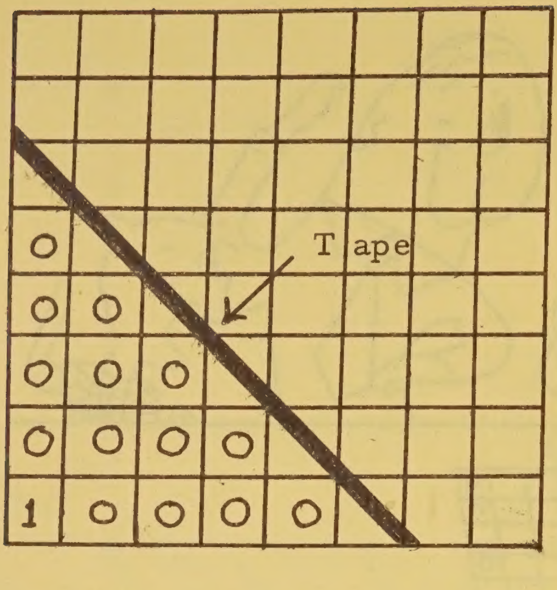
This is a version of Japanese checkers as played in this country.

In this game you do not use the red or black but instead you use the intersecting lines of the squares, as shown. The object of the game is to get five checkers in a row in any direction. They may be straight up and down; straight across, or diagonally across the board as long as they are in a straight line, and on consecutive intersections.

The game is usually played by 2 players, but there is no rule against 4 players playing the game as partners. (If four play, partners should play facing each other and are not allowed to coach each other during play. Moves should be consecutive around the board with one play being made by partner then opponent, then other partner, then other opponent and so on throughout the game).

Object of Game: To get 5 checkers in a row by placing checkers one at a time on the board. Black checkers get first move, then red, then black, then red, and so on in this manner until one player succeeds in getting five in a row. This player calls "Goban" and wins. If all the checkers are placed on the board and no one gets five in a row the game continues in this manner: players may move any one checker from one intersection to another in an attempt to make five in a row. Players take turns moving in the same manner as placing men on the board. Loser gets first play in the next game.

Hints on Play: Try to get 3 in a row with nothing on either end. If opponent fails to see this set-up, you can make it 4 in a row and after that you can get 5 in a row from either end of the line. Also, it is wise to get an "L" with 3 checkers on each side, and a good start is by beginning game on one of the intersections of the center square.



Triangle Puzzel:

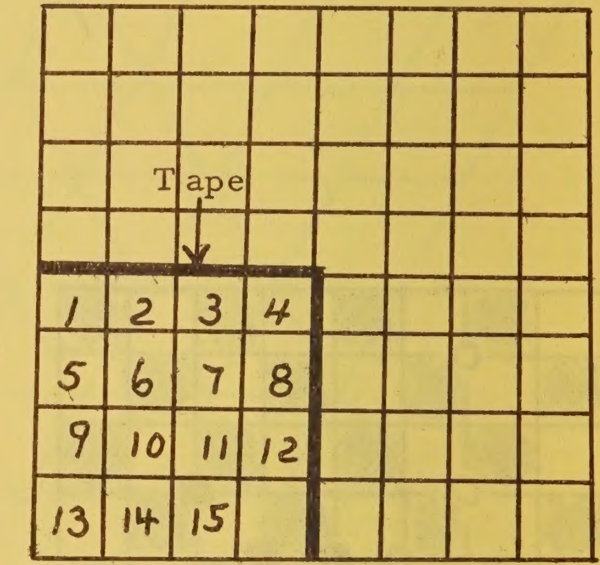
Place 14 checkers on the board as shown, leaving space #1 vacant. By jumping the checkers, remove all the checkers from the board and leave one remaining checker in the number 1 spot. Moves may be made forward, backward, sidewise or diagonal.

Solution: You solve it ! !

15 Square Puzzel:

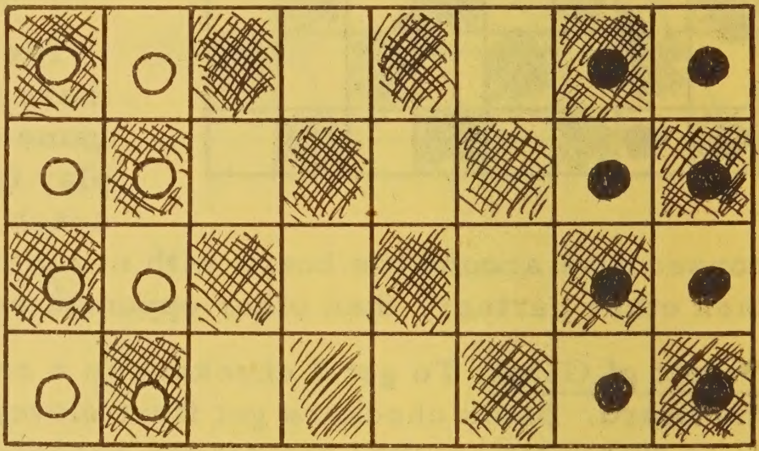
Mark off sicteen squares in one corner of the checkerboard and number the checkers 1 through 15. Aggange them in numerical order.

By moving checkers across, upward or downward rearrange the numbered checkers in the following variations....odd numbers in rotation (1, 3, 5, 7, 9, 11, 13 and 15) Even numbers in succession.... (2, 4, 6, 8, 10, 12 and 14). Reverse the numbers 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1) and many other combinations. This game will serve four players to one checkerboard. May also be played as a contest between players .



Half Board Checkers

If you have cardboard checkerboards and they break in half, this game will permit you to use them over and over again. Good game for the smaller children and a "pell-mell game for the others.



Use one-half of the board and place checkers 8 at each end as shown. Have the narrow ends of the board facing the players. Players may move or jump in any direction, except backwards. Moves and jumps may be made forward, sidewise, and diagonally. If players are successful in getting "Kings" the "Kings" may move or jump forward, sidewise and backwards.

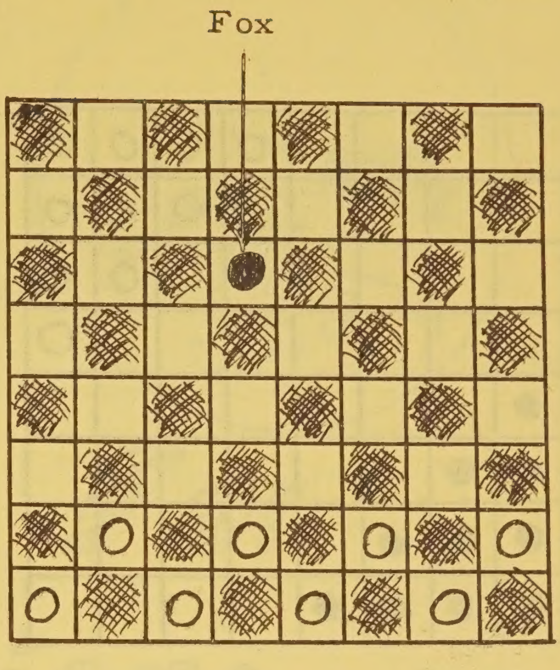
Give-Away Checkers

Give-away checkers is played by the same rules as regular checkers with one exception. The difference being that the first player who is successful in giving away all his checkers first is the winner. All jumps must be taken and it is to a player's advantage to call attention to opponent if he fails to see a jump. In case there are more than one jump, the opponent may take the choice of jumps called to his attention.

FOX AND GEESE

There are many versions of this game. This version is played with 8 geese and 1 fox. Arrange the checkers as shown in diagram.

The "geese" try to hem the "fox" in a corner so that he cannot move and at the same time the "fox" tries to get through the "geese" or he may jump a "goose"(eat it up). As long as the "geese" stay in a group the "fox" may not harm the "geese". Once the "fox" jumps a "goose" or manages to break through the line of geese the game is over and the "fox" wins the game, or has a dinner. The "fox" may move forward, backward, or diagonal, but the "geese" may move only forward.



Object: Hem the "fox" in a corner or the "fox" to eat or escape the geese. Both the "fox" and "geese" must play on the red or black squares of the board as in regular checkers.

PUZZLES for the CHECKERBOARD

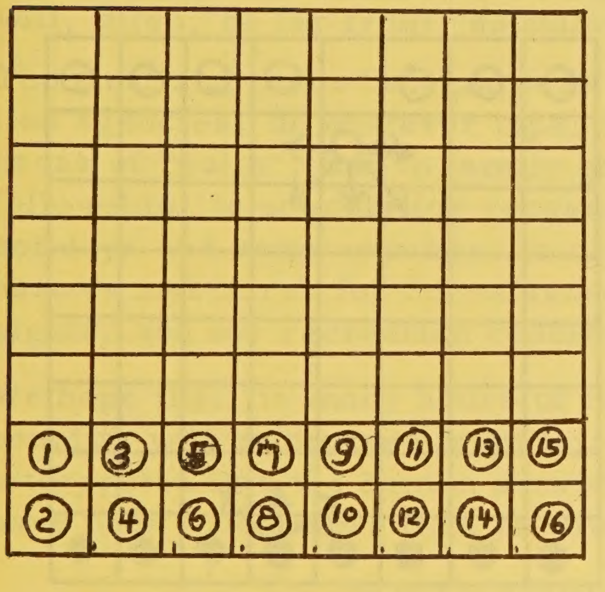
Place a red checker on the spot numbered 1 (as shown in the diagram) and black checkers on the other numbered spots.

Object: To remove all the checkers from the board by jumping them and leaving the red checker. You may jump in straight lines only. No diagonal moves.

Solution: Jump 6 over 5; 1 over 3; 2 over 4; 16 over 15; 14 over 13; 16 over 14; 10 over 9; 2 over 8; 16 over 10; 12 over 11; 6 over 16; 1 over 7; 2 over 12; 2 over 1.

Try this before and without consulting the solution!

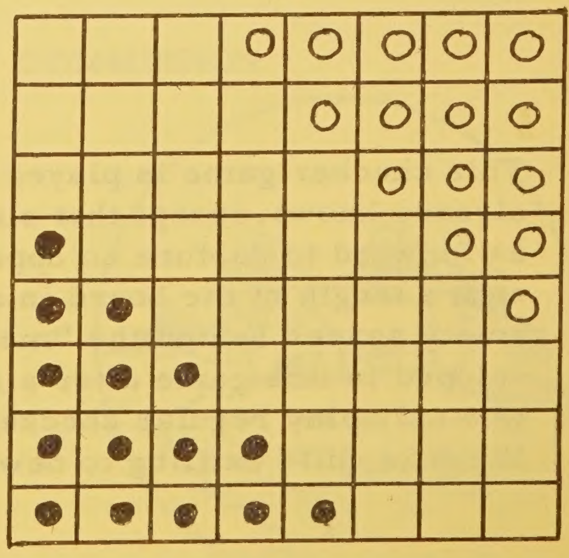
#1



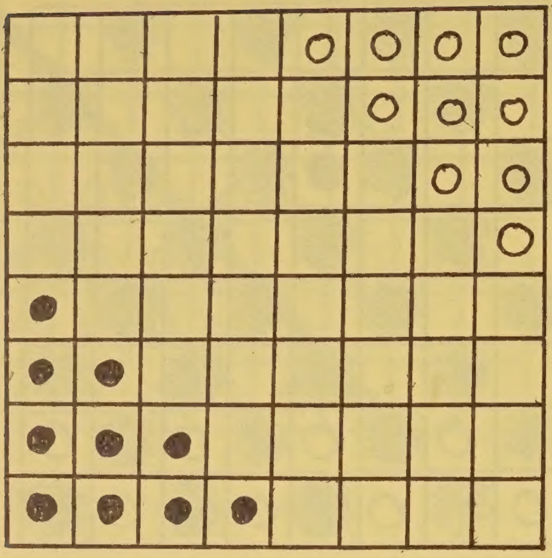
Place 15 checkers at both ends of the checkerboard as shown in the diagram, using different colored checkers at each end of the board. Remove all the checkers but one from the board by jumping the checkers. Jumps may be made in any direction, forward, backward, diagonal. When a checker is jumped it is removed from the board.

Solution: To be solved by you!

#2



CHECKERBOARD CHINESE CHECKERS



Arrange checkers as in diagram. Players may choose color they desire. The game is played the same as in Chinese checkers using marbles.

When 2 players play, use opposite corners and place 6 or 10 checkers as shown on the board. Checkers may be moved in any direction or jumped over any adjacent checker on the board. A player may keep moving as long as there is a jump available.

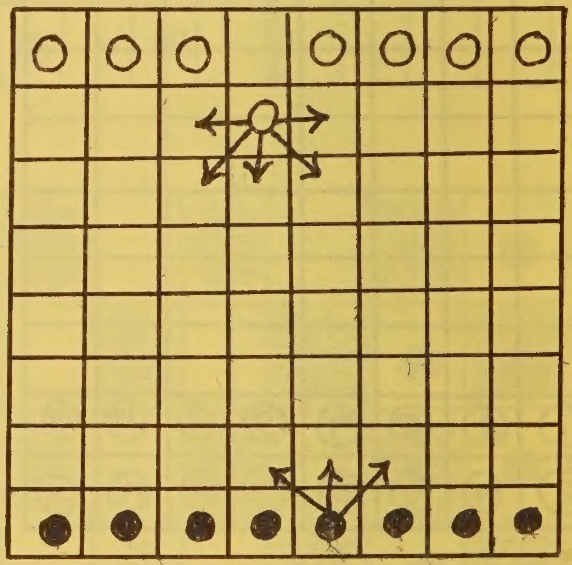
Object: To get players checkers to opposite corner of board. The player first getting all of the checkers in the opposite home position is the winner.

Variation: Four (4) players may play on the same checker board at the same time by using all corners and by using (4) different colored checkers.

CROSS OVER

Arrange checkers on the board as shown in the diagram, and using all the squares on the board. Players attempt to get all their checkers across the board before the opponent is able to get his checkers across the board. Jumping of the checkers is permitted by both players but checkers jumped are not removed from the board, this is only a method of further progressing the checkers across the board. Checkers may be moved forward, backward, to either side, or diagonally, and jumped in moving them across the board.

The player first getting all of his checkers across the board and into original starting position is the winner.



FRENCH or RUSSIAN CHECKERS

This checker game is played like the regular checker game that most everyone already knows, except that single men have the right to jump backwards as well as forward to capture an opponent's checker. Kings have the right to jump the entire length of the board in capturing a "man" or "men", providing there are empty spaces behind the "men" being captured. Quite a bit of skill is soon developed in this game after a short while, but at times is confusing to players who only play regular checkers. The strategy of getting Kings and capturing Kings is quite baffling to newcomers of this game.

Quiet Games For All Occasions

FORWARD

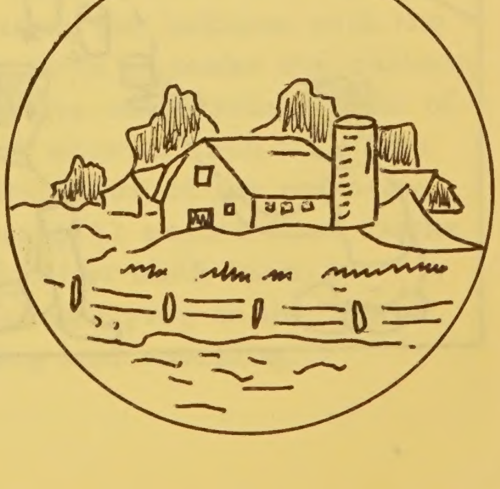
The word "quiet" in defining games found within this bulletin does not necessarily mean that they are free from noise; it means that little physical activity is involved. Laughter is always good and competition is stimulating to people. So, although these games have been given a technical designation as "quiet", they will, often, be far from "soundless".

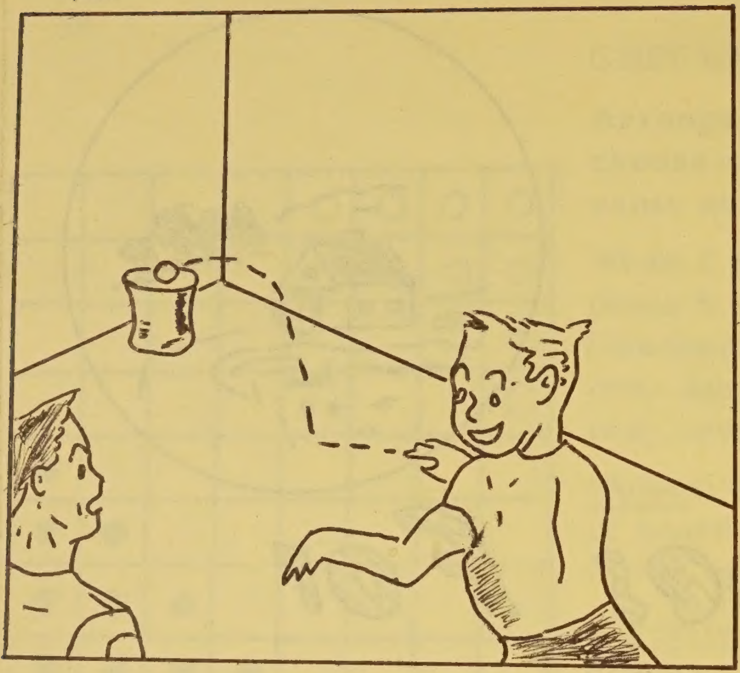
The first and immediate purpose in compiling these games was to assist recreation agencies, of whatever type, faced with the needs occasioned by the new outbreak of "polio", and to family groups for home play, to churches for social fellowship, to schools for recess and rainy days, to camps and playgrounds for hot days and rainy weather, to clubs and teen-age programs, as well as for parties and fairs, for convalescents, for picnics, for house parties, for PTA nights, and for recreation centers.

We hope that, in many hours of fun, much of important fellowship and recreation benefits will be derived from this bulletin. Our purpose thus, will have been interpreted into the human services for which we have hoped and this effort will have been much more than justified.

NORTH CAROLINA RECREATION COMMISSION

STAFF





Bounce Ball

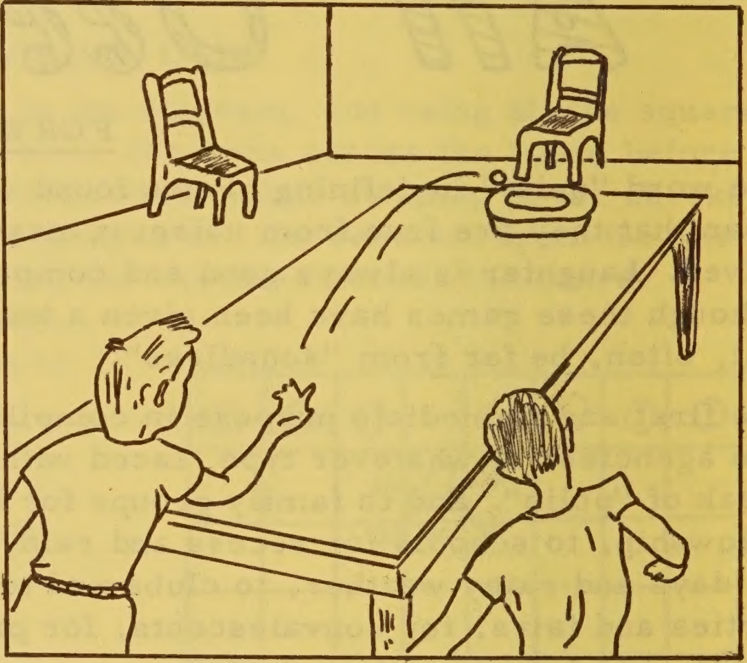
Equipment: Waste paper basket, box or a bucket.

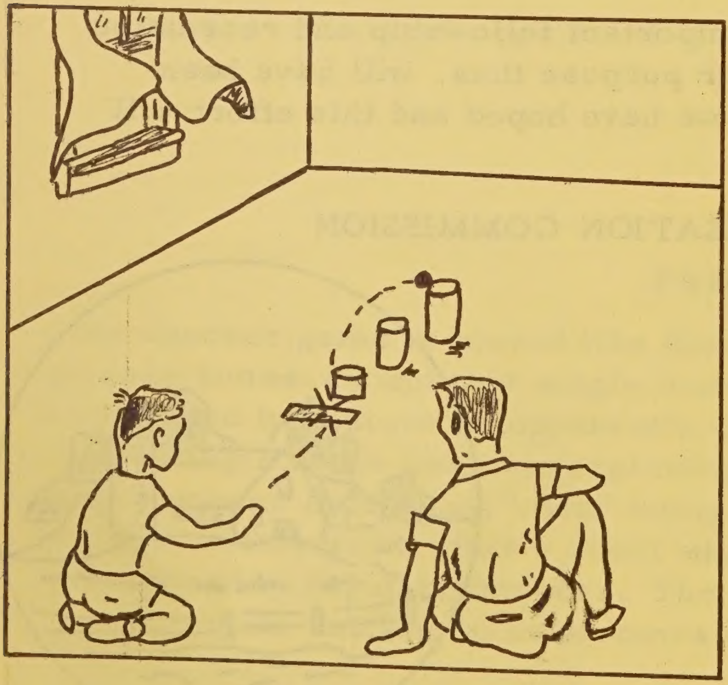
To Play: Draw a line 10 feet from the container. Standing behind the line, make ball bounce once so that it will land in the container. Each time ball lands in container, thrower scores 5 points. First player to score 25 points wins the game.

Bowl Toss

Equipment: Select 3 different size bowls, pans or cans; use bottle caps or washers.

To Play: Place different size bowls inside one another, and place on a table, chair or floor. Each player has 5 bottle caps and attempts to toss them into the bowls from a distance of 6 to 8 feet. Score one (1) point for large bowl; 3 points for medium bowl; and 5 points for small bowl. First player scoring 21 points wins the game.

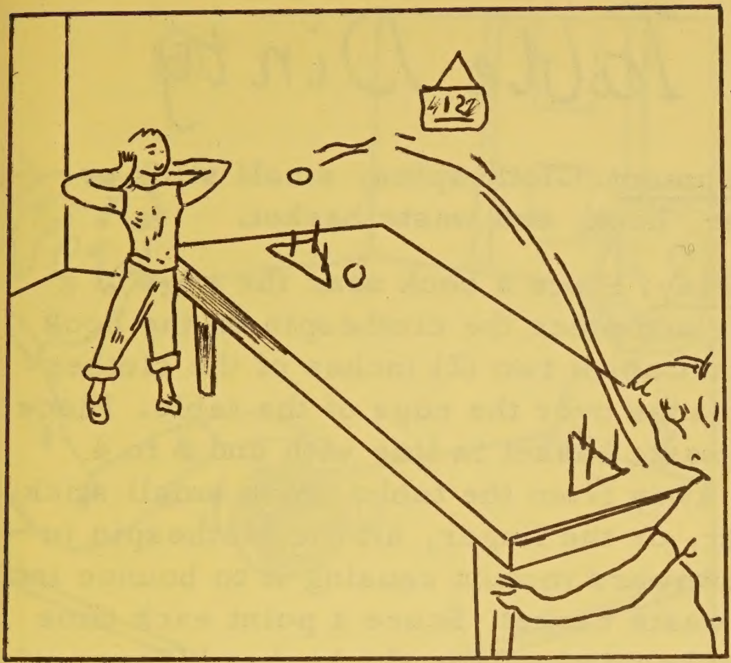




Ruler Ball

Equipment: 3 different size containers (cans, pans, boxes); ruler, and ping pong balls.

To Play: Place containers in a row about 6 inches apart (small, medium, large). Place the ruler about 1 foot in front of smallest container with slanted edge facing players. From a line 4 feet from ruler, each player rolls 3 ping pong balls trying to make balls hop into one of the containers. Ball in small container, 5 points; medium container, 10 points; large container, 15 points. First player scoring 100 points wins game.



Triande Ring-a-Peg

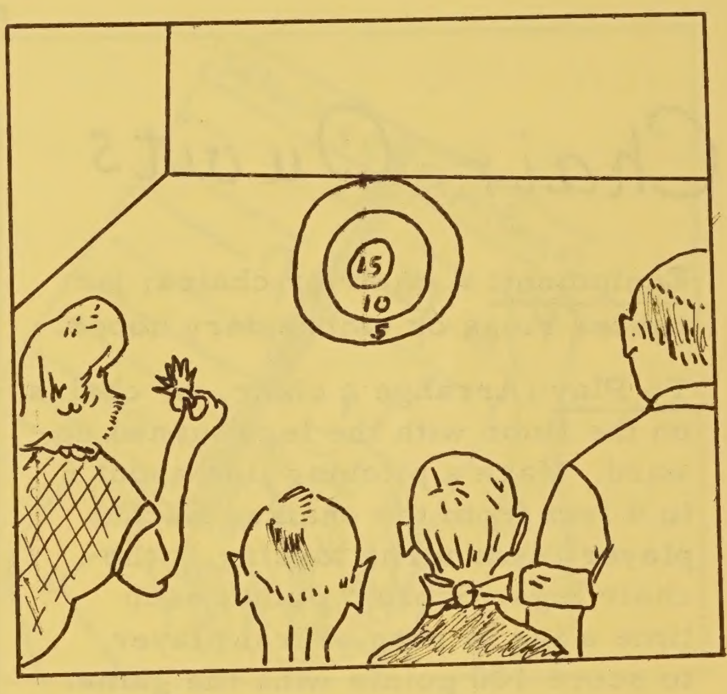
Equipment: Cut 2 triangular pieces of wood 4 inches on each side. Drive nail through wood 1 inch from each point of the triangle; 5 rubber jar rings.

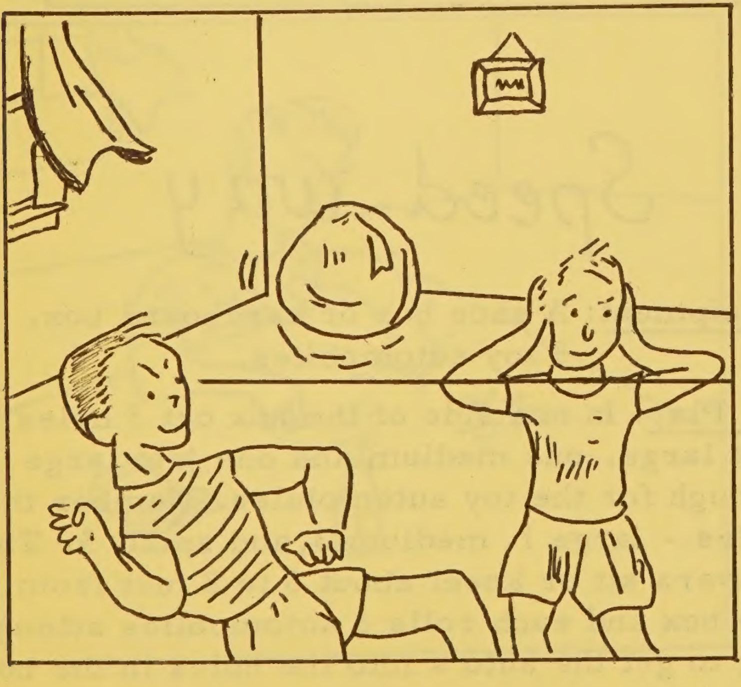
To Play: Place triangles on a table or chair about 6 feet apart. Each player takes turns tossing jar rubber rings attempting to ring the nails on the triangles. Score 3 points for each nail rung. First player to score 21 points wins the game.

Shuttlecock Archery

Equipment: Draw a target about 2 1/2 ' in diameter and each successive circle should be 6 inches in width. Smallest circle - number 15, next circle - number 10 and outer circle number 5. A regular shuttlecock as used in badminton, or old rubber shoe heels.

To Play: Players stand behind a line - 10 to 15 feet in front of target. Players take turns throwing 3 shuttlecocks, or heels at the target. If players shuttlecock lands on a line - count highest of the 2 circles. Player scoring 100 points first wins the game.





Balloon Volleyball

Equipment: String or rope, large balloon.

To Play: Stretch string across room for a net. Teams may have from 1 to 10 players on a side. By batting the balloon with the hands, each team trys to make the balloon touch the floor on the other teams side of the net. A point is scored each time the balloon touches the floor of the opposite team. Team scoring 11 points first is the winner. Variation: Let each team have a balloon; two balloons flying at the same time is "confusing and amusing."

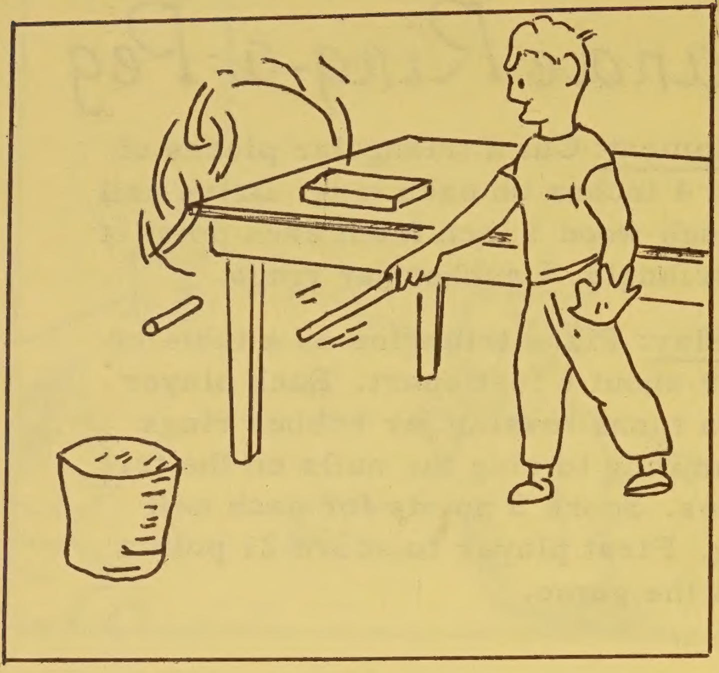


Table Dinty

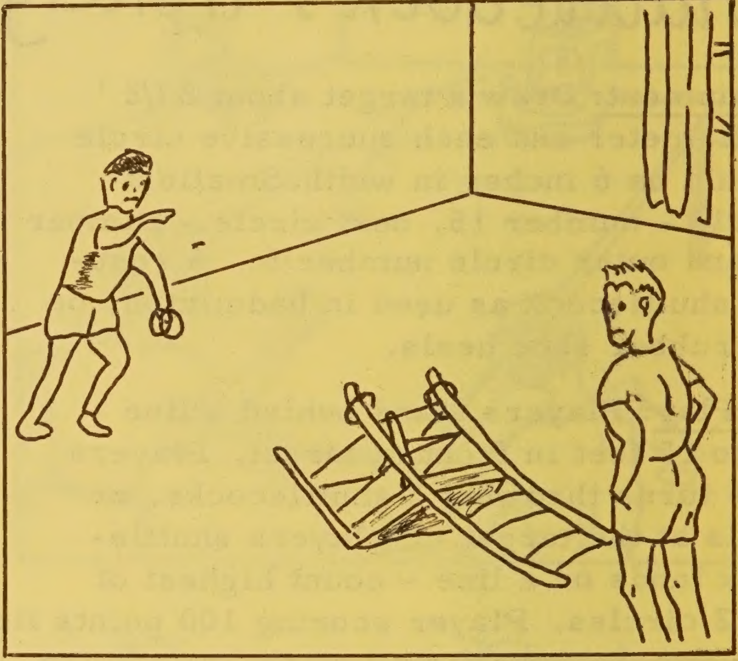
Equipment: Clothespins, small stick or ruler, book, and waste basket.

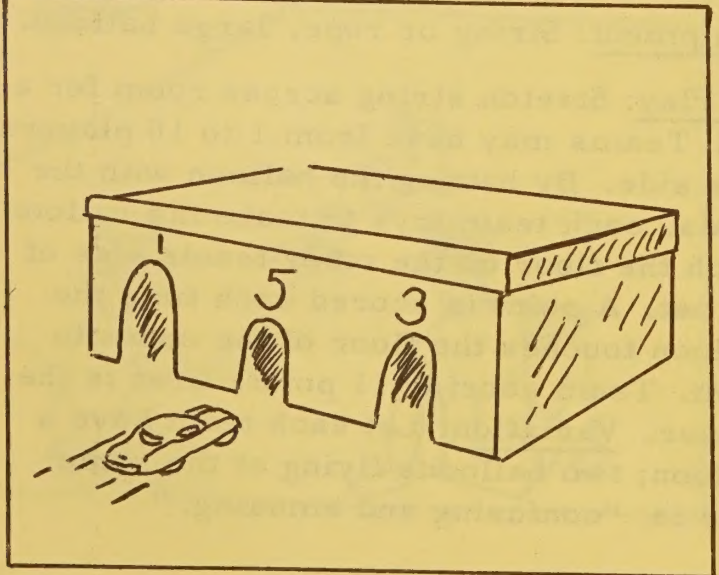
To Play: Place a book near the edge of a table and place the clothespin on the book so that about two (2) inches of the clothespin hangs over the edge of the table. Place the waste basket in line with and 3 to 4 feet away from the table. With small stick, ruler, or the finger, hit the clothespin in a downward motion causing it to bounce into the waste basket. Score a point each time a clothespin lands in the basket. Player who scores 11 points first is the winner.

Chair Quoits

Equipment: A chair or chairs; jar rubber rings or embroidery hoops.

To Play: Arrange a chair, or chairs on the floor with the legs turned upward. Mark a pitching line about 6 to 8 feet from the chairs. Each player takes turns tossing at the chair legs. Score 5 points each time a leg is rung. First player to score 100 points wins the game.



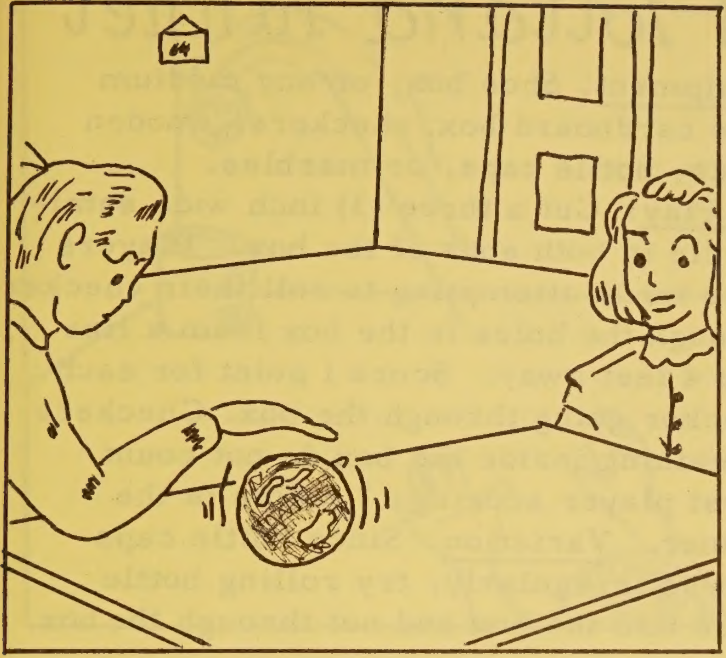


Speed-way

Equipment: A shoe box or cardboard box,
3 toy automobiles.

To Play: In one side of the box cut 3 holes - one large, one medium and one just large enough for the toy automobiles. Number the holes - large 1, medium 3, and small 5. The players sit or kneel about 6 to 8 feet from the box and each rolls 3 automobiles attempting to get the auto's into the holes in the box. First player to score 50 points wins the race.

Balloon O'Leary



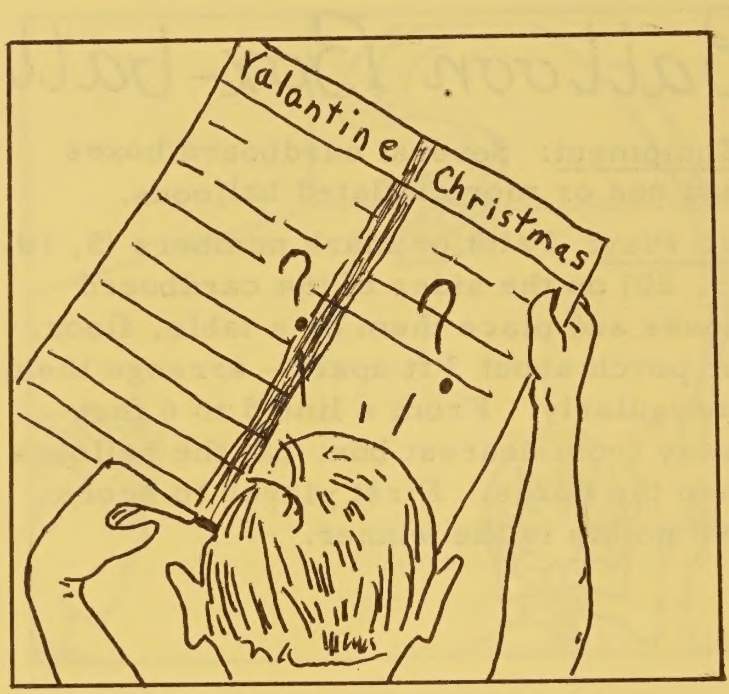
Equipment: A large inflated balloon a table or one can use the floor.

To Play: Players take turns bouncing the balloon to see who can bounce the balloon the most times in succession without missing. Variations: Right-hand bouncing, left-hand bouncing, one-finger bouncing, alternate bouncing with right-hand then with the left-hand. Bouncing balloon into the air with the forehead. Balance the balloon on one finger without letting it fall off; balance on forehead.

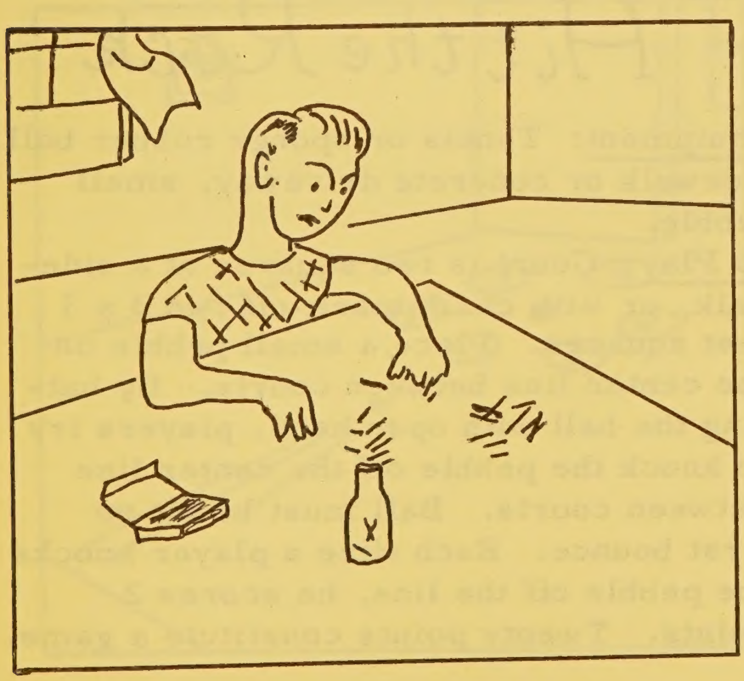
Happy Holiday

Equipment: Pencils and paper.

To Play: Each player marks off a chart on his paper and prints the name of two holidays at the top of the chart. Using only the letters that appear in the holiday names, list as many words as possible - abbreviations are not permitted. This may be played as a contest by allowing 5 to 12 minutes for making list of words.

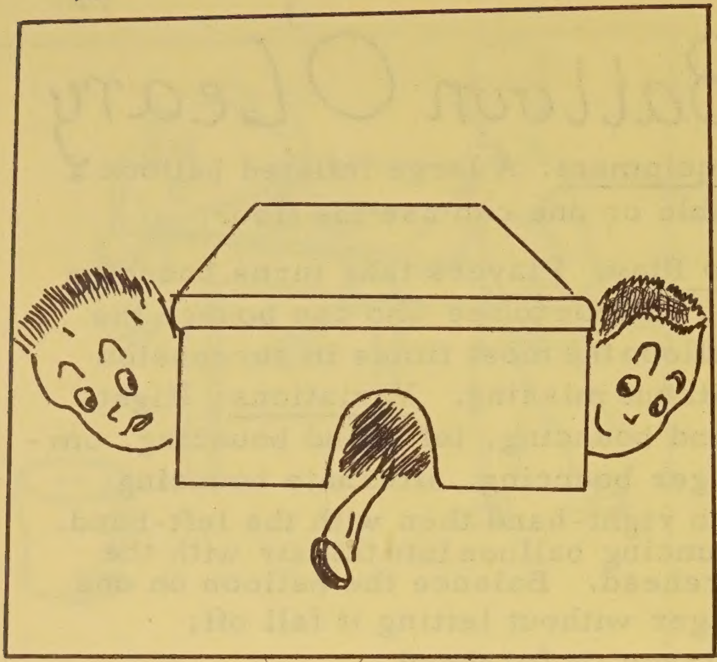


Toothpick Building



Equipment: Use a steady table or the floor, bottle, and toothpicks.

Object of the game is to pile as many toothpicks on the mouth of the bottle as possible. This may be used as a contest or played over a period of days by adding additional toothpicks when time permits.



Holland Tunnel

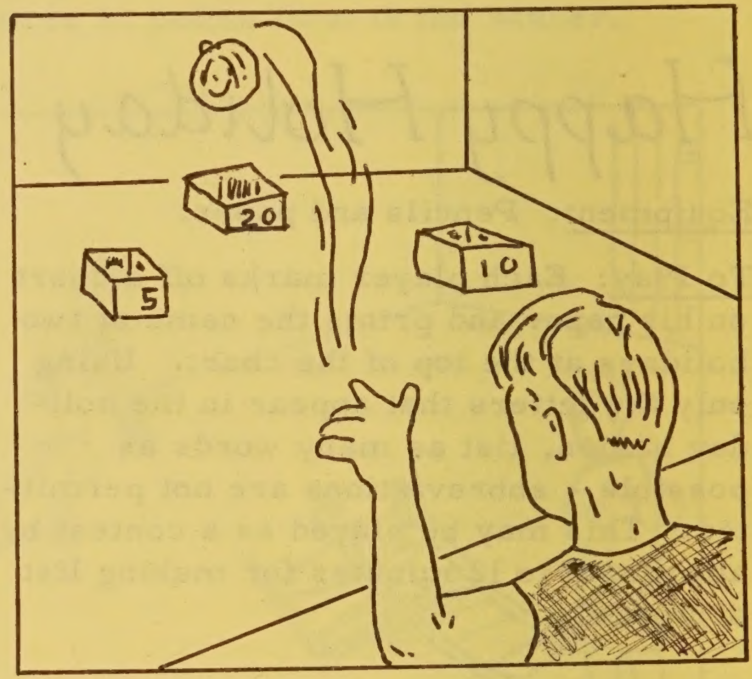
Equipment: Shoe box, or any medium size cardboard box; checkers, wooden discs, bottle caps, or marbles.

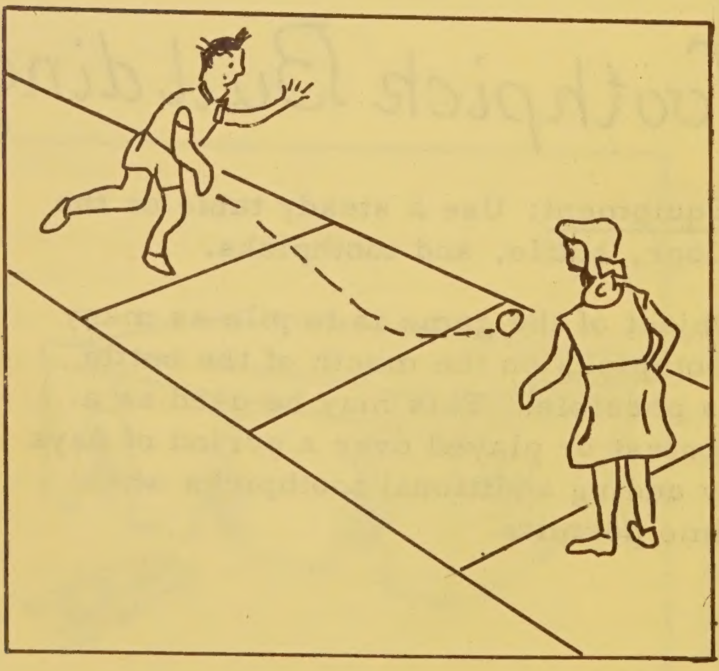
To Play: Cut a three (3) inch wide semi-circle in both ends of the box. Players take turns attempting to roll their checker through the holes in the box from a line 3 to 4 feet away. Score 1 point for each checker going through the box. Checkers remaining inside the box do not count. First player scoring 11 points is the winner. Variation: Since bottle caps roll so irregularly, try rolling bottle caps into the box and not through the box. (Score as in the checker game.)

Balloon Box-ball

Equipment: Several cardboard boxes and one or more inflated balloons.

To Play: Paint or mark numbers (5, 10, 15, 20) on the sides of the cardboard boxes and place them on a table, floor, or porch about 3 ft apart - arrange them irregularly. From a line 5 to 6 feet away from nearest box, bat the balloons into the boxes. First player to score 100 points is the winner.

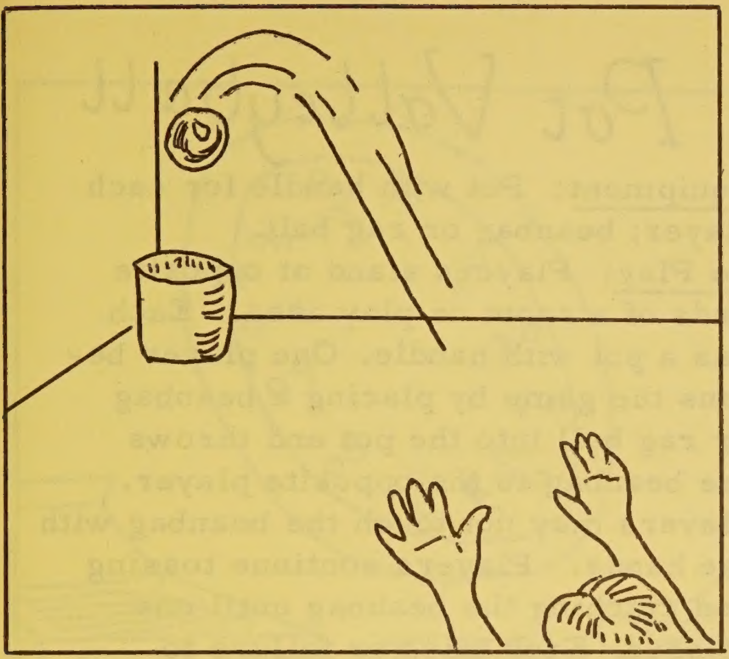




Hit the Rock

Equipment: Tennis or sponge rubber ball; sidewalk or concrete driveway, small pebble.

To Play: Court is two squares of a sidewalk, or with chalk mark-off two 3 x 3 feet squares. Place a small pebble on the center line between courts. By batting the ball with open hand, players try to knock the pebble off the center line between courts. Ball must be hit on first bounce. Each time a player knocks the pebble off the line, he scores 2 points. Twenty points constitute a game.



Balloon 21

Equipment: Balloons, cardboard box or waste basket.

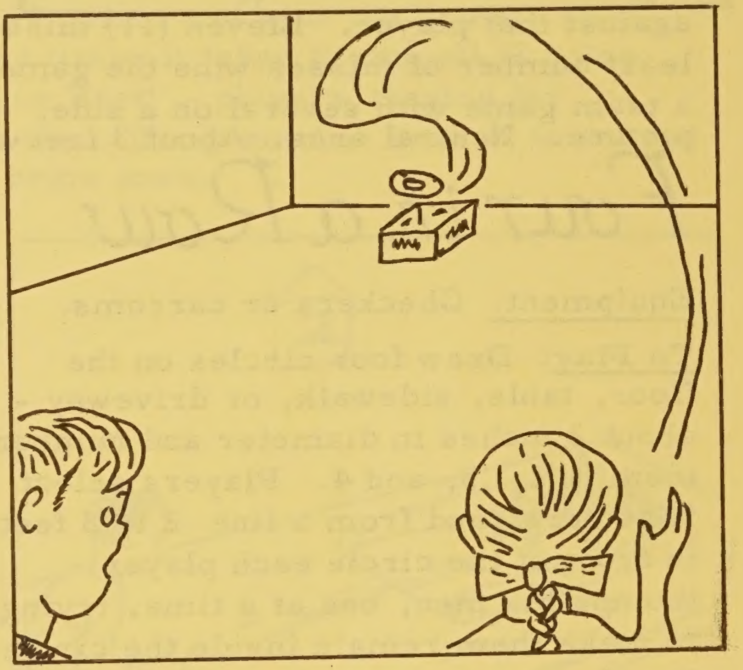
To Play: Place cardboard box or waste basket on floor or a chair. Draw two lines, one 8 feet and one 3 feet from basket. Players take turns throwing at basket, first from the 8 ft. line and then from the 3 ft. line. Long shot scores 2 points, short shot scores 1 point. First player scoring 21 points wins the game.

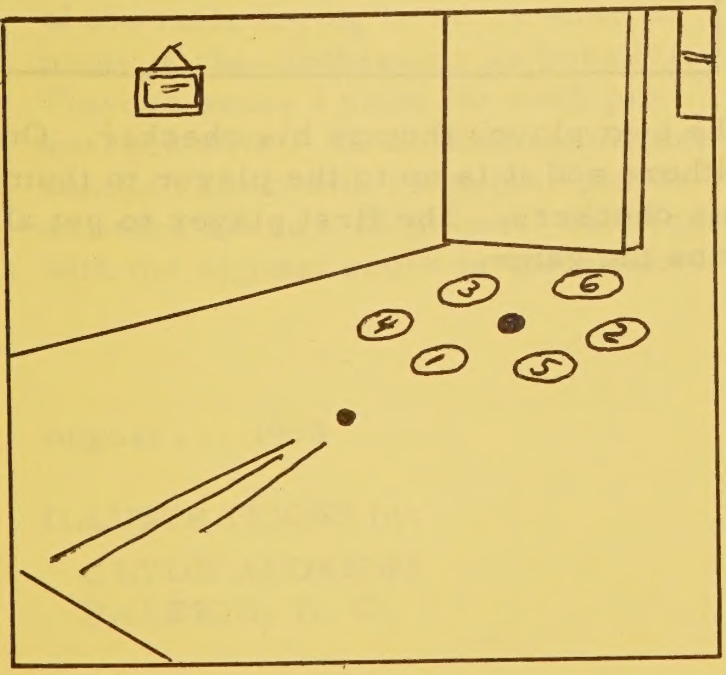
Discus Throw

Equipment: Paper plates, cardboard box or waste basket.

To Play: Place box on floor about 10 feet away from a throwing line. Players take turns tossing the paper plates at the box. Each plate landing inside the box scores 5 points. First player to score 50 points is the winner.

Variation: From a distance of 5 feet, players may toss playing cards into the box or a hat. Score 1 point for each card landing in the hat.



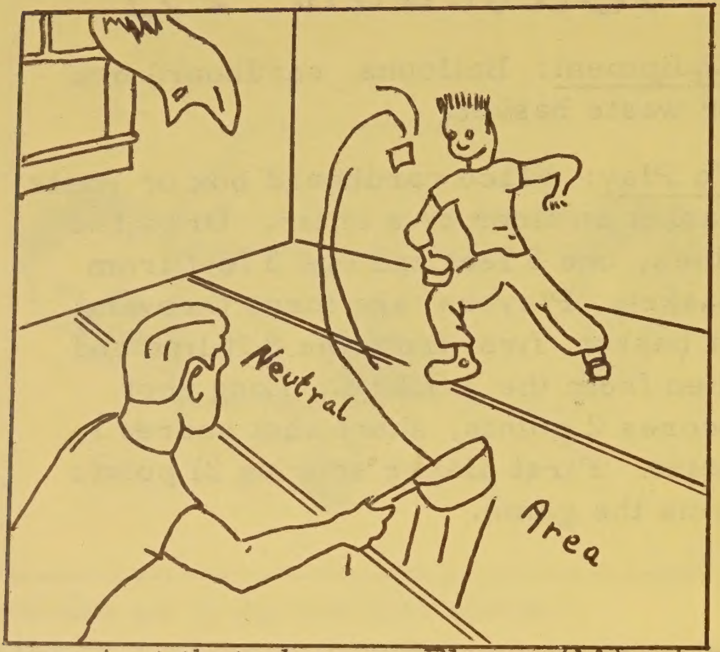


Bottlecap Curling

Equipment: Bottle caps, carroms, or checkers.

To Play: Draw with chalk seven circles on the floor, sidewalk or driveway. Circles should be about 4 inches in diameter. The seventh circle should be in the center and only 2 inches in diameter and solid in color. Draw a line about 6 to 8 feet from nearest circle. Players stand behind this line and slide or thump the bottle caps trying to make them land in the circles. Any cap remaining inside the "center-solid circle" doubles the score. Player who first scores 50 points wins the game.

Pot Volleyball



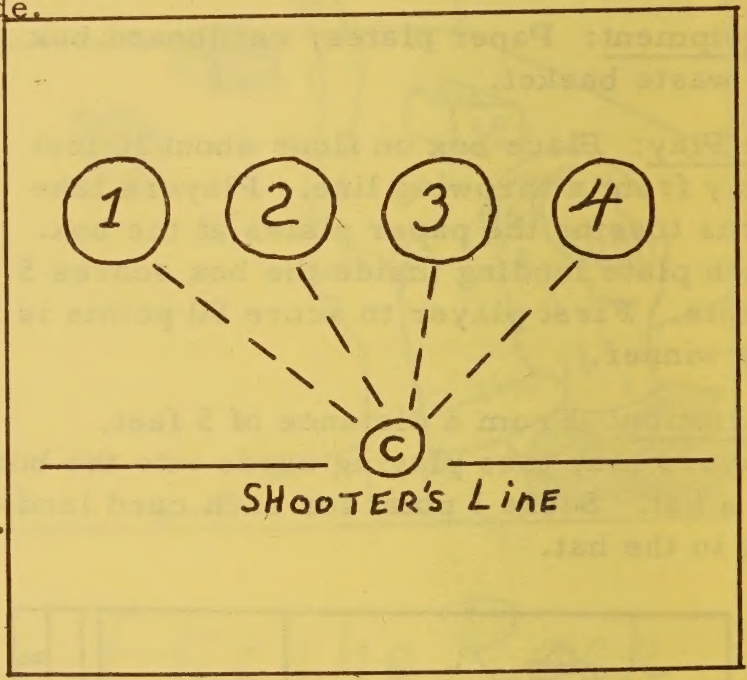
Equipment: Pot with handle for each player; beanbag or rag ball.

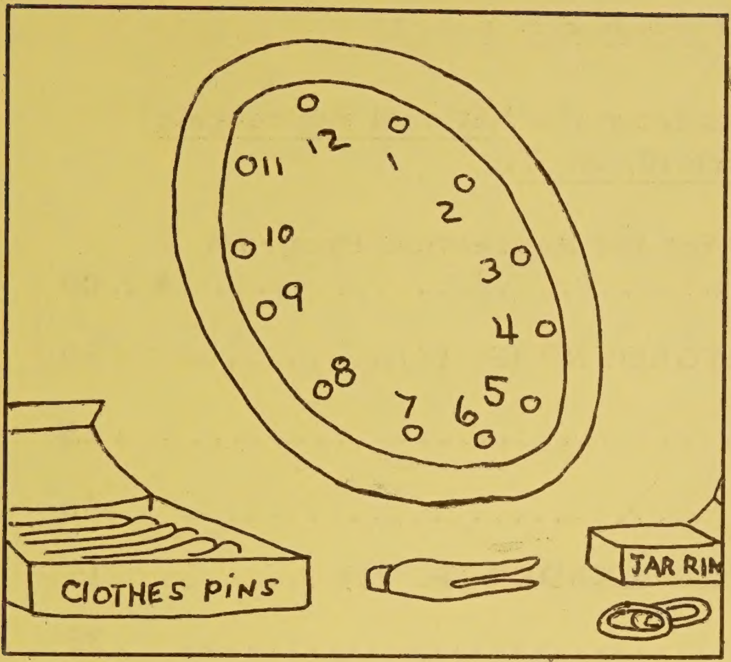
To Play: Players stand at opposite ends of a room or play area. Each has a pot with handle. One player begins the game by placing a beanbag or rag ball into the pot and throws the beanbag to the opposite player. Players may not touch the beanbag with the hands. Players continue tossing and catching the beanbag until one misses. Each miss or failure to catch beanbag in pot counts a point against that player. Eleven (11) misses constitutes a game and player with least number of misses wins the game. Variation: This may be played as a team game with several on a side. Neutral area may be used as shown in picture. Neutral area: About 3 feet wide.

Four in a Row

Equipment: Checkers or carroms.

To Play: Draw four circles on the floor, table, sidewalk, or driveway - about 2 inches in diameter and number them 1, 2, 3, and 4. Players select "Shooters" and from a line 2 to 3 feet in front of the circle each player thumps his men, one at a time, trying to make them remain inside the circles. Begin with circle number 1, if successful, then follow in order circles 2, 3, and 4. Players continue thumping their checkers as long as one remains in a circle. When a circle is missed, the next player thumps his checker. Once a checker lands inside a circle it is left there and it is up to the player to thump the opponent*s checker out with one of his checkers. The first player to get all 4 of his checkers, one in each circle, wins the game.





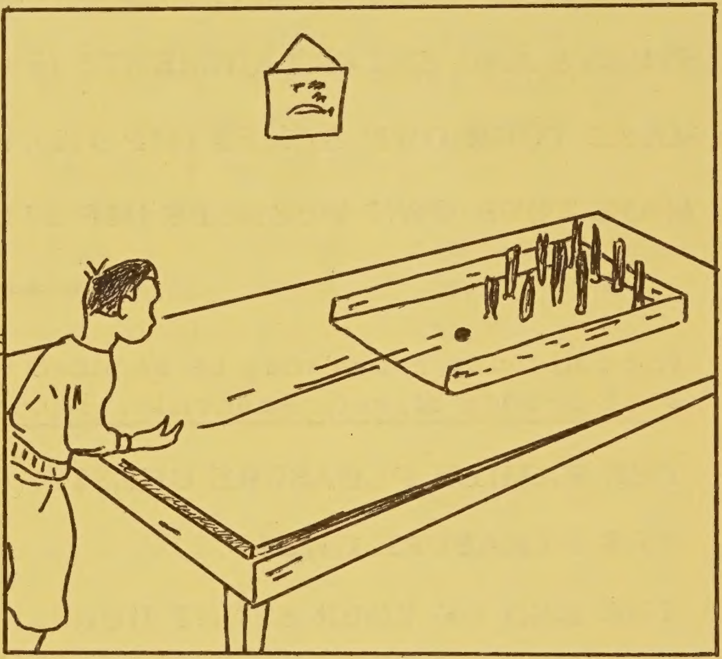
78 or Bust

Equipment: Clothespins, thick piece of cardboard, jar rubber rings.

To Play: Draw a circle 2 feet in diameter and insert 12 clothespins at points of the small circles - number them as on face of clock...1-12. Glue clothespins in place. Lay on a table or stool. Players stand about 8 feet from board and toss jar rubbers on each peg beginning with No. 1 and going clockwise(direction of clock hands). First person to ring each peg scores 78 points and wins the game.

Variations: Clock golf - count number of times it takes to ring all 12 holes. Lowest score wins game. (2) Play "21 or Bust" - players tossing jar rubbers must score exactly 21 points to win. If any number over 21 is scored player loses his entire score and must begin anew.

Minature Bowling



Equipment: Marbles, clothespins and a cardboard box.

To Play: Cut one end out of a cardboard box and set up the clothespins as shown in the drawing. Players take turns rolling two marbles each from the end of the table trying to knock down as many of the clothespins as possible. Players score 1 point for each pin knocked down. If all clothespins are knocked down with 1 marble, player receives an extra score - 20 points. Add scores after each has had 10 trys. Player with the highest score is the winner.

August ... 1953

ILLUSTRATIONS by:
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RALEIGH, N. C.

NORTH CAROLINA RECREATION
COMMISSION
134 EDUCATION BUILDING ANNEX
RALEIGH, NORTH CAROLINA

BIBLIOGRAPHY

○ The following publications may be secured from the National Recreation Association, 315 Fourth Avenue, New York 10, N. Y.

HOW TO DO IT - Arts & Crafts Projects for the Recreation Program (P. 175)	$ 1.00
NATURE CRAFTS FOR CAMP AND PLAYGROUND (P. 177)	.50
NATURE PRINTS (P. 180)	.25
SIMPLE PUPPETRY (P. 96)	.50
DRAMA AND THE HOSPITAL RECREATION LEADER (P. 90)	.15
DINNER TABLE FUN (MP 185)	.35
FOR THE STORYTELLER	.50
GAMES FOR QUIET HOURS AND SMALL SPACES	.50
MENTAL GAMES (MP 323)	.20
STUNTS AND ENTERTAINMENTS (Parties Plus Series)	.50
MAKE YOUR OWN GAMES (MP 332)	.15
MAKE YOUR OWN PUZZLES (MP 333)	.15

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○ The following books may be secured from Helen & Larry Eisenberg, 2403 Branch Street, Nashville, Tennessee.

THE FAMILY PLEASURE CHEST	1.00
THE PLEASURE CHEST	.75
THE END OF YOUR STUNT HUNT	.50
The Handbook of SKITS and STUNTS	2.95

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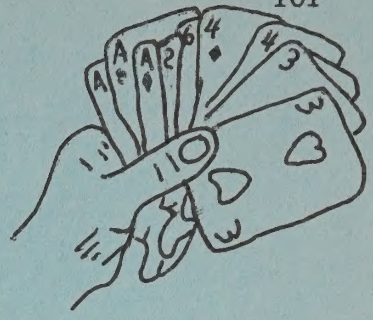
○ 50 CARD GAMES FOR CHILDREN, The United States Playing Card Company, Cincinnati, Ohio, U. S. A.

Puzzles Riddles Tricks

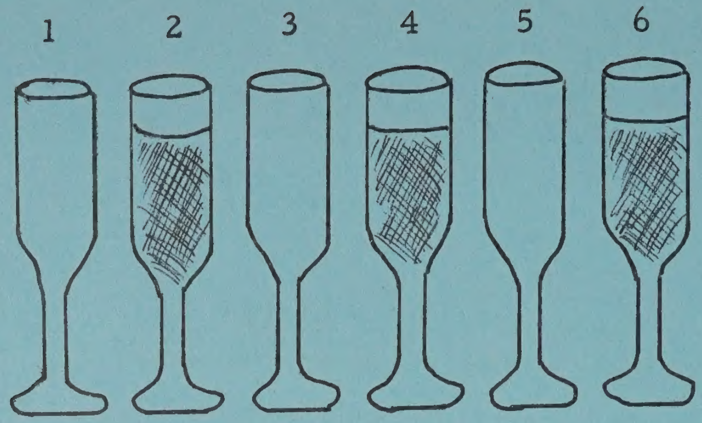


INTRODUCTION

People like to be surprised, baffled, and challenged, hence the popularity of puzzles, riddles, and tricks. This is a good activity to create interest, fun, and laughter. These activities are good for small spaces, hot days, rainy days, and for informal activities and groups. A popular leader is one who has a "trick" up his sleeve and can use it to stimulate interest and to draw people into a group program. Some tricks can be embarrassing to the person on the other end of the trick. Be careful of the person you pick and never use a "goat" trick on the shy or bashful person. These persons are the ones that should be pulled into the program. Often, if worked properly and cautiously, these tricks and puzzles can be used to develop our "shy and bashful" persons.

Please don't forget to write down the tricks, riddles and puzzles other people will pass on to you!

WATER GLASS TRICK



(Place water in glasses as shown)

By moving only one glass, can you change the lineup to three empty glasses standing alongside three full glasses?

Solution: Pick up glass #2 and pour contents into glass #5.

ONE-EYED GLASS TRICK

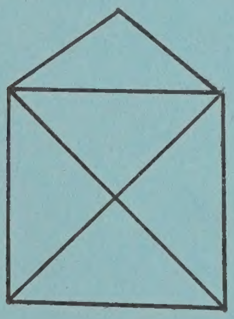
In this stunt the glasses are first placed as indicated - two facing up and one facing down. The outside glasses are the ones facing up - the middle glass facing down. In three moves the glasses can all be placed right side up - three moves must be made - moving two glasses at once. Two of the glasses must be moved at the same time and all glasses moved during the trick; however, when the trick is setup for the victim to perform, the two outside glasses are placed bottom up and the middle glass placed top up.

SOLUTION: The trick lies in opposite arrangement, which is seldom detected. Tell the victim to close one eye and he'll be able to accomplish the trick. When he does this, arrange the glasses with the outside glasses facing up and the middle glass facing down so he will win.

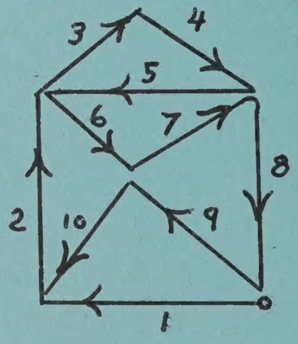
SINGLE LINE TRICK:

Without lifting your pencil from the paper or crossing a line, draw the diagram below.

Diagram:



Solution:



ELECTRIC SHOCK:

Place 8 or 10 objects on a chair or table and then select some person to leave the room (penny, keys, comb, lipstick, etc.). The group selects one object. That object is supposed to produce the shock. The person is asked back into the room and told that one of the objects is charged with electricity. He is told to touch each object slowly with his forefinger to see if he can feel a shock or get any reaction. When he comes to the object decided upon, everyone lets out a scream exactly at the same minute. The effect is guaranteed to shock!

HUMAN CHECKERS:

Formation: Place 7 chairs in a row. Seat three (3) boys at one side and three (3) girls at the other side with the vacant chair in the center.

Object: Change the players to opposite sides by moving one at a time, jumping one at a time, and never moving backward. Persons may jump own sex as well as opposite sex. This can be done in 15 moves.

Solution: Man slides; lady jumps; lady slides; 3 men move; 3 ladies move; 3 men move; 2 ladies move; 1 man moves.

Note: By drawing squares on a sheet of paper or a board and using coins, marbles, glasses, bottle caps, washers, etc. , this can be made into a puzzle board. Used by patients in the hospital, in the home, on the playground, or recreation center.

Chinese Corn Game (Match Game):

Place twelve (12) objects in three rows as shown below:

Five (5) in the top row X X X X X
Four (4) in the second row X X X X
Three (3) in the third row X X X

Two players alternate in taking away the objects. Players may take 1, 2, or 3 objects at each play. They may not take more than three objects at any one play.

Object: To try and force one's opponent to take the last object.

Solution: To win, be sure that you pick up the 4th, 6th, or 10th object - by all means get the 10th object.

SECURA:

(Scrambled word puzzle)

What is the word? From the letters above (s e c u r a), find the word that fits the following clues. All clues are for the same word.

1. A five year old girl can say it.
2. A twelve year old girl can spell it.
3. And sometimes its dirty.

Answer: Saucer!

YOU SEE BUT DO YOU KNOW?

QUIZ!

1. How many matches are there in a booklet of paper matches? (20)
2. How many red and white bars are there on the U. S. Flag? (13 - 7 red; 6 white)
3. On the Lincoln penny, is Abraham Lincoln wearing a tie? (Yes; bow tie)
4. How many squares are there on a checkerboard? (64 - 32 red; 32 black)
5. What three colors are used in printing a U. S. dollar? (blue, black, and green)
6. What words appear on every piece of U. S. coin? (United States of America)
7. Whose picture is on the 2 cent postal card? (Benjamin Franklin)
8. How many columns are there on one page of a standard newspaper? (8)
9. From which side would you mount a horse? (Left side)
10. Which is heavier - a quart of milk or a quart of cream? (Milk)

RIDDLES

1. Where was King Solomon's Temple? (On the side of his head)
2. What has four eyes and runs 2000 miles? (Mississippi River)
3. Why does the Statue of Liberty stand in New York Harbor? (Because it can't sit down)
4. Two Indians are standing on a bridge. One is the father of the other one's son. What relation are the two Indians? (Husband and wife)
5. Spell enemy in three letters. (not N M E) (Foe)
6. Why does a Chinaman buy a suit of clothes? (Because he can't get it for nothing)
7. What man ears a living without doing a days work? (Night watchman)
8. Is the second day of the week pronounced "Toos-day" or "Tews-day?" (Neither - the second day of the week is Monday)
9. What two numbers multiplied together make 7? (Seven times one)
10. What word is always pronounced wrong? (Wrong)
11. What did the big firecracker say to the little firecracker? (My pop's bigger than your pop)
12. Why are Indians buried on the north side of the hill by the flowing stream? (Because they are dead)
13. An elm tree has 2 branches, each branch has 2 limbs, each limb has 2 twigs, each twig has 2 acorns. How many acorns are there on the tree? (None - elm trees do not have acorns)
14. How many months have 28 days? (They all have 28 days)

RIDDLES (Cont'd)

15. Why do hens lay eggs? (Because if she dropped them they would break)

COLONEL GOOFUS CLUB:

Grasp a glass with thumb and index finger, raise and say, "I'm Colonel Goofus for the first time in my life." Take one sip from the glass, place glass on table with one thump. Take both index fingers, strike right on right cheek once, left on left cheek once, right on the top of the table once, left on top of table once, right on the under side of the table once, left on under side of the table once, and nod head once.

Repeat, doing everything twice as follows: Grasp glass with thumb and two fingers saying, "I'm Colonel Goofus, Goofus for the second time in my life." Take two sips from the glass, give two thumps on the table using the index and middle finger of each hand, two pats on right cheek with right, two pats on left cheek with left, same on top of the table with right, same on top of the table with the left, then two taps on the under side of the table with the right, two taps under side of the table with the left, and two nods of the head.

Repeat, doing everything in three's as follows: Grasp the glass with thumb and first three fingers saying, "I'm Colonel Goofus, Goofus, Goofus for the third time in my life." Take three sips...now comes the catch! Using the thumb of the left hand (while glass is still in the air) run the thumb from the base of the top of the glass and up with a flip. Place the glass on the table with three thumps. Using the thumb and first three fingers of the right hand, pat the right cheek three times, same on the left cheek with left hand, same on top of the table with the right, same with left on top of the table, three taps on the under side of the table with the right, same on the under side of the table with the left, and nod the head three times.

For small or middle-sized groups, ask for volunteers to try this trick. For use with large audiences, divide the audience into teams and ask each team to select two representatives to come forward to participate in the stunt. Teams are asked not to coach their players. For playgrounds, recreation centers, or clubs, use this to create interest by organizing a new club. Fix a roll card for members who are able to join by doing this stunt correctly, and place their names on the roll card with a promise that they will not tell the secret to other members. Repeat the stunt only once at each meeting. Too much repetition of the stunt will give it away.

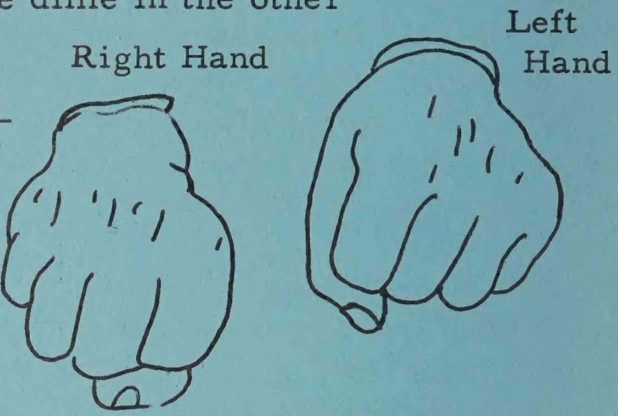
*DIME AND PENNY MIND-READING

Have a person hide a dime in one hand and a penny in the other but do not let the leader know which hand the coins are in.

Object: To tell the person which hand contains the dime and which hand contains the penny.

Solution: Ask the person to multiply to himself the value of the coin in the right hand by 4, 6, or 8 and remember that total; then to multiply the value of the coin in the left hand by 3, 5, or 7 and add the results together. Now ask the person to give you the total, then tell him which hand contains the denomination of the coins. If the answer is an even number, the penny is in the right hand. If the answer is odd, the penny is in the left hand and the dime in the other

Example:
Right Hand - Penny X 8 = 8
Left Hand - Dime X 5 = 50
58



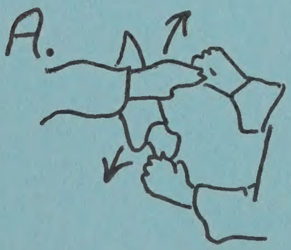
Note: (If even digit of answer is on the left, penny is in left hand. If on the right, penny is in the right hand.

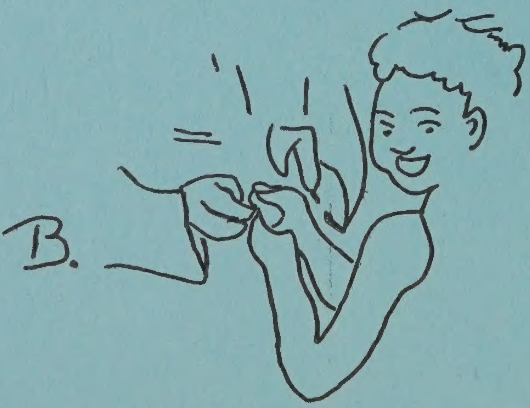
*HOW STRONG ARE YOUR FISTS?

Object: Select a husky or strong looking person to play this trick with. Ask him to place his fists one on top of the other and you with two fingers will knock his fists apart. After the demonstration select a lady to be his partner to see if he can knock the lady's fists apart. The fun of the stunt is to brief the lady in advance of the stunt.

Solution: Strike the fists of the person with your index finger on each hand moving your fingers in opposite directions in a horizontal motion. The fists fly apart every time.

Note: (The trick is to brief the lady to stick up the thumb of the lower hand and hold it with the top fist be sure that the fists are evenly placed on each other so that the thumb does not show. The strong men in the group will be sweating until the trick is learned.)





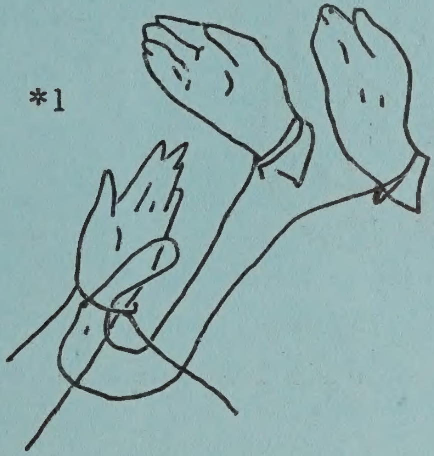
HANDCUFF

To handcuff a couple, tie a man and woman together in the following manner: Tie the ends of a cord about 3 feet long around the lady's two wrists. Tie the end of another cord of similar length to one of the man's wrists, pass the other end of the cord over and under the cord which binds the lady's wrists, and then tie it around the man's free wrist.

Object: The problem is for the pair to free themselves without untying the knots in the cords, slipping the cords off their wrists or cutting them.

Solution: One of the pair takes the other's cord and passes it through the loop around one of his own wrists, being careful to put it under the loop from the body side (not from the hand side, and making sure that he does not cross his partner's cord while passing it through the loop). He pulls his partner's cord far enough through the loop so that he can slip it over his hand. As soon as he has done this, the partner can pull it free.

*1



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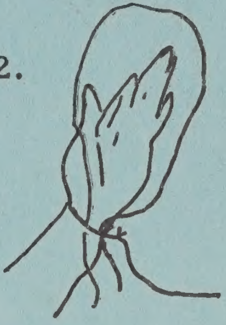
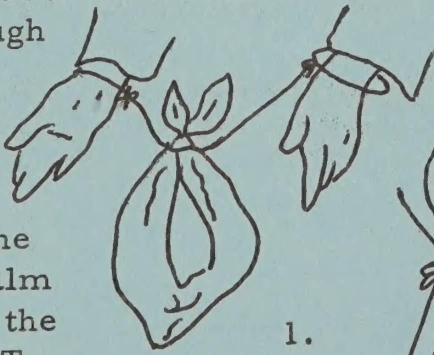


*LINK THE LOOP!

Handcuff your wrists together with a string about a foot long. Make a loop of a handkerchief by tying the two diagonal corners together forming a loop around the string.

Object: To remove the handkerchief from the string without untying, cutting, or slipping it off the writs.

Solution: When wrists are tied, leave a little slack under one of the wrists large enough for the handkerchief to pass between the string and wrist. Bring the handkerchief-loop over your left hand and thus down upon your left arm, but push it under the string around your wrist on the palm side. Then pass the loop up over the encircling string and your hand. To take the loop off again, reverse the process of putting it on.



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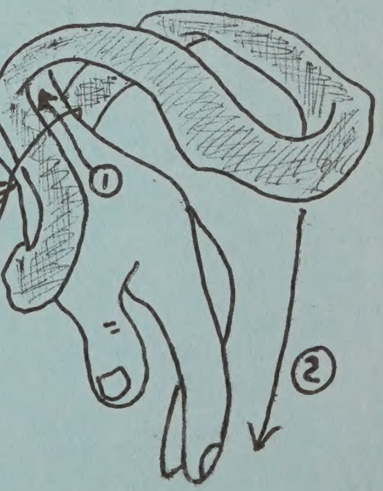


2.

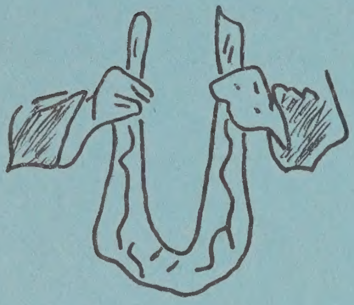
*THE CANNOT KNOT

Hold a large handkerchief or a scarf by two ends in a U-shape and challenge:

Object: "Take the two ends from me at the same time and tie a knot in the handkerchief without letting go the ends. No twisting of the handkerchief before you take it."

Solution: Have the Victim hold the handkerchief in a U-shape as you did. Reach for both ends at the same time but as you reach, your left arm goes in behind your left side of the U and up to grasp the end held by his left hand. At the same time your right hand and arm pass through the U up behind your left wrist to nip the end held by his right hand. Now pull and you have a knot!

A.



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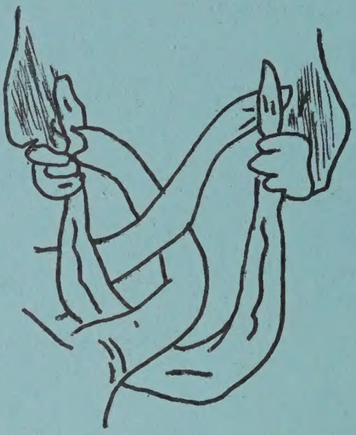

*From I'll Bet You Can't by Lewis Kohrs, The Lewis Kohrs Company, Publishers Berkeley 5, California

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MIXERS
FOLK GAMES

INTRODUCTION

Mixers and folk games are one of your best activities for socializers. They are just what the name implies ... games played with music. Groups feel an early sense of accomplishment which does not come from other games and sports. By selecting the right kind of games everyone may take part in the program and there is no need for "wall flowers." These games are fun, the music light and airy, good exercise, creates good team work, help people to overcome self-consciousness, requires a minimum of equipment, can be played indoors or outdoors, make you think, help to build rhythm and poise, and give the satisfying feeling of belonging to a group. The games can be easy or complicated to meet the requirements of any group. They are excellent for special events, pageants, demonstrations, or community and family night programs. Often, by using demonstration groups, they can create an interest for people who do not and will not take part in the other phases of your program.

For wholesome fun, to build group spirit and good team work, don't overlook the invaluable use of mixers, folk games, and square dancing in your program.

BROWN-EYED MARY
(Circle Mixer)

Music: Brown Eyed Mary   Old Timer Record #8005

Position: Couples in promenade position facing counter-clockwise around the hall, gents on the inside, ladies on the outside, holding hands.

CALLER SINGS THE FOLLOWING WHILE THE COUPLES ARE PROMENADING:

If by chance we should meet on the lone prairie,
In my arms I'd embrace my darlin' Brown Eyed Mary.

THE CALL: (Sung with Melody)

SWING YOUR PARTNER HALF WAY "ROUND (Gent swings his partner 1/2 turn with a right hand swing and faces the lady in the couple behind him)

SWING YOUR CORNER LADY (Gent swings his corner lady whom he is now facing, with a left hand swing a full turn)

SWING YOUR PARTNER ALL THE WAY AROUND, (Gent swings his partner a full turn around with a right hand swing and continues forward toward the lady of the couple in front of him)

AND PROMENADE THE FORWARD LADY. (Gent meets the lady in the forward couple with his left hand and swings her into promenade position.) The couples continue to promenade while caller and/or group, once again sings any four line nursery rhyme such as: "Mary had a little lamb
It's fleece was white as snow,
And everywhere that Mary went,
The lamb was sure to go."

We suggest that for more fun, a caller make up his own rhymes about his dance or community or about people attending the dance.

OATS, PEAS, BEANS
(Come, My Love)

Music: Same. World of Fun Record #M111

The Song:
1. Come, my love, and go with me,
Come, my love, and go with me,
Come, my love, and go with me,
And I will take good care of thee.
2. You are too young, you are not fit,
You are too young, you are not fit.
You are too young, you are not fit,
You cannot leave your mother yet.
3. You're old enough, you're just about right,
You're old enough, you're just about right,
You're old enough, you're just about right,
I asked your mother last Saturday night.

Formation: Double circle of couples, men on inside, girls on outside, ready to promenade in counter-clockwise direction, holding inside hands.

Action: During the first verse promenade forward. During the second, the men do an about face and the circles move in opposite directions. During the third verse take both hands of the girl met on the first word of the verse, "you're ..." swing in place for a long 2-hand swing. Repeat.

PAW PAW PATCH

Music: Ten Little Indians. World of Fun Record #M111

Formation: Sets of four or five couples - partners facing one another.

Directions: "Where, oh where is sweet little Nellie?
Where, oh where is sweet little Nellie?
Where, oh where is sweet little Nellie?
Way down yonder in the Paw Paw Patch."

First girl circles around the group, passing behind the girls' line first, until she reaches her own place, while above verse is being sung.
The boys, with a beckoning motion of their hands, sing:
"Come on, boys, let's go find her" - while they follow Nellie, skipping, until everyone reaches his own place. (After the above line is sung three times, finish with:
"Way down yonder in the Paw Paw Patch."

Partners join hands and follow first couple around in the direction Nellie skipped. When first couple reaches foot of set, they form an arch under which all couples pass to their places, singing (3 times):
"Pickin' up Paw Paws, puttin' 'em in your pocket"
(Downward and forward movement of hands on "Pickin' Up")
"Way down yonder in the Paw Paw Patch."

SENT MY BROWN JUG

Music: Same. World of Fun Record #M112

Words: 1. Send my brown jug down town
(Repeat 3 times)
So early in the morning,
It came back with a waltz around
(Repeat 3 times)
So early in the morning.

2. Railroad, Steamboat,
river and canoe,
Lost my true love and
don't know what to do.

3. O, she's gone, gone, gone, gone, gone, gone,
O, she's gone on that raging canoe.
Let her go, go go; Let her go, go, go,
Let her go on that raging canoe.

Formation: Single circle of partners facing center. Girl at right of her partner.

Action: 1. Circle left, 8 steps, singing the first two lines.
2. Circle right, 8 steps, singing the next two lines.
3. On the words "railroad, steamboat...don't know what to do," (partners join right hands and walk around each other; then join left hand with the "corner person" (who was on the man's left, lady's right) and walk around each other, returning to original partner, ending with backs to center of circle.)
4. Join both hands with partner and take four slide steps (step, close) to the man's left. This is on the words, "O, she's gone, gone, gone, O, she's gone, gone, gone." Turn partner in four walking steps on line ending with "raging canoe."
5. Man leaves partner, moves to his left to a new partner, and repeats figure 4 with her, ending with new partner at his right. REPEAT.
(This Ozark Play Party Game was transcribed by E. O. Harbin and is used with his permission.)

GREAT BIG HOUSE IN NEW ORLEANS

Music: Same. World of Fun Record #M113

Words: 1. Great big house in New Orleans,
forty stories high.
Ev'ry room that I've been in,
filled with pumpkin pie.

2. Went down to the old mill
stream t'fetch a pail
of water,
Put one arm around my
wife, th' other 'round
my daughter.

3. Fare thee well, my darlin' girl;
fare thee well, my daughter.
Fare thee well, my darlin' girl;
with golden slippers on 'er.

Formation: Single circle of partners, facing clockwise, man ahead of his partner.

Action: 1. With a strutting step, circle left.

2. On "Went down to the old mill stream," ladies take 3 or 4 steps toward center and hold hands in a circle. "Fetch a pail...." On this, the men move toward center and reach across the joined hands of the ladies and down to the floor as if picking up a pail of water. Each man's partner still on his right. Men join hands. "Put one arm..." Men raise joined hands over the heads of the girls and make a circle behind girls' waists. "Other round my..." Girls do same, making a circle behind men's waists.

3. All drop hands and face partners. Man turns lady on his right (his "wife") around one and a half turns, exchanging places with her. Then he moves in a clockwise direction to take both hands of his "daughter" (the girl who was on his left) and turns her once and a half. This puts him ahead of his new partner in a single circle. REPEAT.

Note: Each person strutts along slowly by himself.

GUSTAF"S SKOAL

Music: Same. World of Fun Record #M108 - RCA Victor #45-6170

This is a carefree dance, especially useful when there are people or children without partners, because the "extras" can jump in during PART 2 to steal someone's partner and add to the fun of the dance. (Although not authentic to do so, in some groups the dancers shout "Skoal" after the word "pledge" in PART 1.) PART 1 is danced with decorum as though in a court paying homage to King Gustaf, while the second part is lively as all rejoice at the King's ball.

Formation: Square set of four couples with girl on boy's right. Two opposite couples should be designated "head couples."

Part 1: Meas. 1-4 With joined hands (boy's right, girl's left), and free hands on hips, head couples walk forward 4 steps and back 4 steps, singing:
"A toast we pledge to Gustaf who is brave and true."
Meas. 5-8 Side couples do same figure, singing:
"A toast we pledge to Gustaf brave and true."
Meas. 9-16 Repeat whole figure from the beginning.

GUSTAF"S SKOAL (Cont'd)

Part 2: Meas. 17-24 Head couples take 4 skips toward center, drop hands, exchange partners, and skip between the nearest side couple with 4 skips.
Separate, clap own hands, and return to original position to meet own partner with a two hand hold, and swing to the right once around in place.
Part 2 is done with skipping steps. The count is: 4 skips to center, 4 skips between side couples with new partner, 4 skips alone to original position, and 4 skips turning with own partner.

Meas. 25-32 Side couples do same figures, going between head couples. Repeat entire dance from beginning as often as desired.

Note: Extra people around the floor may enter into the dance by stepping into the place vacated by a dancer as he skips into the center in Part 2. When the dancer returns and finds someone else in his original place, he then must wait for the next round of the dance to get his place back.

BINGO

Music: Bingo. Record: Victor #45-6172

Formation: Double circle, partners side by side and arm in arm, girl on the right.

First Part: All walk counter-clockwise around the circle, singing:

"A big black dog sat on the back porch
And Bingo was his name.
A big black dog sat on the back porch
And Bingo was his name."

Second Part: All join hands to form one large, single circle, girls on partner's right and circle to the left. Sing (spelling name):

"B-I-N-G-O; B-I-N-G-O; B-I-N-G-O
And Bingo was his name."

Third Part: Partner's face each other and clasp right hands, calling out "B!" on first chord. All pass on to a new partner with a left-hand hold, calling "I!" on the next chord. Continue to the third person for a right-hand hold and shout "N!" On to the fourth person with a left-hand, and shout "G!" Instead of a right-hand to the fifth person, "O!" and hug your new partner vigorously. (Or you may swing this partner around once.) Repeat dance from the beginning, with new partners.

DO-SA-DO MIXER

Music: Down South - Victor 20-4568
Position: Face Partner with both hands joined. Gent's back to center.
Start: Gent's L and Lady's R. Directions for gent.

Figure: STEP CLOSE STEP CLOSE SLIDE 2-3 HOLD

1-2 Step left to side and close R to L; Repeat; three slides to the left and hold.

3-4 STEP CLOSE STEP CLOSE SLIDE 2-3 HOLD
Repeat measure 1-2 moving to the right.

5-6 STEP TOUCH STEP TOUCH STEP TOUCH STEP TOUCH
Step L to side and touch R toe behind L heel, repeat to the right and then to the left and right again.

7-8 DO-SA-DO AND ON TO THE NEXT
Drop hands and do a right shoulder do-sa-do in eight steps
Take the hands of the next person to the right.
NOTE: Ray Shaw has his dancers do the do-sa-do in six steps and use the other two steps to go to the next person on their left.

CONGO SCHOTTISCHE

Music: Shake Rattle and Roll - by: Bill Haley and his Comets.
Decca Record #29204 (Mrs. Anne Livingston, NRA)

Formation: Congo line each person holds onto the waist of person in front by placing hands on waist of that person.

Directions: The leader leads the group in any formation, circle, spiral, etc., with all doing the following:

2 schottische steps forward (left-right-left-hop on left and kick right)
(right-left-right-hop on right and kick left)
All drop hands and clap both knees (left hand on own left knee and right on right) --- count 1-2
All clap own hands together --- count 3-4
All raise right hand with index finger pointing upward ---place left hand on left hip and at the same time drop all weight to right foot (count 1)
Shift weight to left foot (count 2)
Shift weight to right foot (count 3)
Join on to person in front (original position) to repeat from beginning

Jingle: Left-right-left-hop
Right-left-right-hop
Your knees - your hands
Shift-shift-shift

RAMBLIN' REUBEN

Music: Same. Windsor #7624

Starting Position: Open dance position, inside hands joined, both facing in LOD

Footwork: Opposite footwork throughout for M and W, steps described are for the M.

Meas. 1-4 WALK, TWO; THREE, TAP; BACK, TWO; THREE, TAP
Start L ft, walk 3 steps fwd in LOD, L-R-L, tap R toe to floor in front sharply. Start R ft, walk bwd in RLOD 3 steps, R-L-R, pivot to face partner on R ft, tap L toe sharply to floor beside R ft. Partner join both hands as they face each other.

Meas. 5-8 SLIDE, TWO; THREE, DIP; SLIDE, TWO; THREE, DIP;
Start L ft, move in LOD with 3 slide steps, dip sharply by flexing L knee while tapping R toe to floor across in back of L ft. Start R ft, move in RLOD with 3 slide steps, dip sharply by flexing R knee while tapping L toe to floor across in back of R ft.

Meas. 9-12 AWAY, TWO; THREE, TAP; TO THE RIGHT, TWO; THREE, TAP.
Partner back away from each other, M twd center and starting on L ft, W twd wall and starting on R ft, with 3 steps L-R-L, and tap R toe to floor in front sharply. Partner veer diagonal to R of each other to progress to new partner. M progressing to next W in RLOD as W progresses to next M in LOD, with 3 walking steps starting M's R ft, R-L-R, both turning to face in LOD on third step and tapping outside toe to floor beside inside ft as new partners stand side by side facing in LOD and taking "escort" position with inside arms linked.

Meas. 13-16 WALK, TWO; PIVOT, HEEL; WALK, TWO; FACE, HEEL
Start L ft, walk 3 steps in LOD, L-R-L, making 1/2 R face pivot on L ft on third step to face RLOD, change linked arms and strike R heel to floor in front sharply. Start R ft, walk 3 steps in RLOD, making a 1/4 L face pivot on R ft on third step to face partner with M's back to center, releasing the linked arms and striking L heel to floor sharply to L side.

Meas. 17-20 TWO-STEP AWAY; TWO-STEP; TWO-STEP; STAMP/ STAMP, STAMP
Partner turn away from each other making one complete turn with 3 two-steps, M starting L ft and turning L face while W starts R ft and turns R face, to end by facing each other, hands on hips, and stamping sharply 3 times, M's R-L-R and W's L-R-L. Partner then take closed dance position.

Meas. 21-24 TWO-STEP TURN; TWO-STEP TURN; TWIRL/TWO, THREE, STAMP/STAMP, STAMP
In closed dance position partner make one complete R face turn in 2 two-steps while progressing in LOD. While M dances alongside W with a third two-step, W makes one complete R face twirl under her own R and M's L arm with 3 steps, R-L-R, to end with partner facing in LOD and stamping sharply 3 times, M's R-L-R and W's L-R-L. Partner then join inside hands in open dance position facing in LOD ready to repeat the dance.

NOTE: (1) "RAMBLIN' REUBEN" is intended to be danced in a slow but gay and bouncy style. The relaxed tempo and "back-feed" rhythm encourages comfortable dancing and as much country type (or "corny") styling as you may wish to inject. (2) There are 6 distinct phrases or parts each with a 4-bar dance sequence in "RAMBLIN' REUBEN." For one night stands, beginners or children, when the dancers may find it difficult to memorize all 6 parts, the teacher or leader may select any 3 of these 4-bar parts to make up a shorter dance, repeating the dance twice during each chorus of much. If an even shorter dance is desired, any 2 parts may be selected and repeated 3 times during each chorus.

TETON MOUNTAIN STOMP

Music: Same. Windsor #7615

Starting Position: Partners in closed dance position, M facing in LOD.

Footwork: Opposite foot work throughout for M and W, steps described are for the M.

Meas. 1-4 SIDE, CLOSE; SIDE, STOMP; SIDE, CLOSE; SIDE, STOMP
Step to L side twd center on L foot, close R foot to L; step again to L side on L foot, stomp R foot beside L but leave weight on L ft; repeat this action starting on R foot and moving away from center.

Meas. 5-8 SIDE, STOMP; SIDE, STOMP; WALK, TWO; THREE, FOUR
Step to L side twd center on L foot, stomp R foot beside L; step to R side away from center on R foot and stomp L foot beside R; in "banjo" position with R hips adjacent, M takes four walking steps fwd in LOD, L-R-L-R, while W takes four steps bwd in LOD starting R foot, R-L-R-L.

Meas. 9-12 CHANGE, AND WALK; THREE, FOUR; CHANGE, AND PROGRESS; THREE, FOUR
Partners change to "sidecar" position with L hips adjacent by each making a 1/2 R face turn in place, M remaining on inside and facing RLOD and W remaining on outside and facing LOD. M walks four steps bwd in LOD, L-R-L-R, while W walks four steps fwd in LOD, R-L-R-L. Partners change back to "banjo" position with R hips adjacent by each making a L face 1/2 turn, then immediately release from each other and the M walks fwd in LOD four steps, L-R-L-R, to meet the SECOND W approaching him while the W walks fwd in RLOD four steps, R-L-R-L, to meet the SECOND M approaching her.

Meas. 13-16 TWO STEP; TWO STEP; PIVOT, TWO; THREE, FOUR
New partners take closed dance position and do two turning two-steps, starting M's L foot and making one complete R face turn while progressing in LOD; then do four pivot steps starting M's L foot to make one complete R face turn and ending with M facing in LOD ready to repeat the dance.

REPEAT ENTIRE DANCE FOR A TOTAL OF ELEVEN TIMES.

NOTE: If preferred, a "buzz" type square dance swing may be substituted for the two-steps and pivots during Meas. 13-16, taking 8 steps during the swing and making sure that swing ends with M facing in LOD.

JESSIE POLKA

Music: Any good polka record. Calico Polka Crystal 108.

Position: Side by side arms around each other's waists.

Start: All on left foot.

Figure: Weight on the right foot, place left heel to the side-front, lean back. Place left foot beside right and put weight on it. Place right toe back as you lean forward. Momentarily touch right toe beside left foot. (This should be a brush) Weight still on left foot, touch right heel forward -- while leaning back slightly then place right foot beside left and put weight on the right ft. Touch left heel to the side - touch left toe to the right of the right foot (or just cross left over rt. in sweeping motion). Starting on the left foot, do four two-steps forward.

GLOW WORM

This bulletin is intended for recreation leaders and teachers who are seeking ways of combining dance, music, and rhythm in demonstrations, pageants, May Days, club programs, PTA programs, and parties. By using a little imagination and combining forces with the music instructor and costuming, these ideas are possible either indoors or outdoors.

By using the music theme, "GLOW WORM" the following variations and progressions are suggested to be used in:

1. Dance
2. Music
    a. Rhythm band
    b. Glee club
    c. Quartet
3. Rhythm game
4. Parties and socials

PROGRAM (Suggestion)*

I. Curtain: Glowworm (a concert version obtainable at music dealers)
11. Welcome: Glowworm ("How do you do" version) or (Rhythm band playing for the dance group)
111. Glee Club:
    a. Boys Quartet (Impersonating Mills Brothers) (Use record and Boys Pantomime singing)
1V. Glowworm Gavotte
V. Rhythm Band: Play Glowworm
V1. Game: Peas Porridge Hot (Play to Glowworm)
V11. Glowworm: Party Version
V111. Glowworm Minuet
1X. Finale: All groups

*Explanation found on following page(s)

I. How Do You Do! Music: Glowworm - MacGregor Record # 310-B 10-713
Broadcast Record # 440

Formation: Double circle facing counter-clockwise (line of march) with inside hands joined. Gents on inside of circle and ladies on outside of circle.

Action: (1) Walk forward four steps (holding inside hands and beginning with the left foot, take four walking steps forward).

(2) Walk backward away from partner four steps (partners face each other and beginning with the left foot, walk backward from each other four steps; ladies going to the outside and gents to the inside of circle).

(3) Walk forward toward partner four steps (with the left hand, partners point to their partners. Moving the left hand one place to the left and pointing to the next person on the left, walk forward to meet the new partner).

(4) Say "How Do You Do" with new partner (joining right hands with new partner shake hands in rhythm; continue holding right hands as you begin to walk forward again for a repeat of the dance. Repeat indefinitely).

Word Jingle: Walk, 2, 3, 4
Back, 2, 3, 4
Point, 2, 3, 4
How Do You Do

(This game is good to teach rhythm to the young children and also teach them the correct way to shake hands. Good for elderly people who cannot stand turning and spinning in games. Use as a welcome game by using version "How Do You Do" or as a closing game by substituting "Good Night To You." You may also use "Goodnight Sweetheart" instead of Glowworm.)

II. Glowworm Gavotte. Music: Glowworm - Records: Old Timer #8004
Capital (Mills Bros.)

Formation: Couples facing CCW, open dance position, inside hands joined. This dance is stately and should be done with style.

Action: (1) Starting on outside foot, three light walking steps forward, pointing inside foot on fourth count. Repeat walking steps ahead, starting on the inside foot, pointing outside foot.

(2) Facing each other (gent has back to center of circle) take grapevine step moving CCW. Directions are for gent, lady uses opposite feet. Step sideward left, back on right, sideward on left, swing right foot across and point. Repeat, moving CW, gent beginning with right foot.

(3) Gent's right hand and lady's left hand still joined, change places with three walking steps, gent starting on left. Point free foot on fourth count. Lady does left-face turn under man's arm in the cross-over.

(4) Repeat three walking steps and point, returning to original position, gent starting with right.

Repeat entire game.

(This is a more advanced version of the folk dance and is appealing to the Teenager, especially those interested in jitterbugging. It is good to use with young adults as a couple dance. The Capital Record by the Mills Brothers is faster and requires more skill. For a different theme using the same dance formation, substitute a Conga rhythm; this will give a Spanish air to the dance and allows for more exaggeration of movement.)

111. Game: Peas Porridge Hot. Music: Glowworm or a similar 4/4 rhythm.

Formation: In circle, even numbers. Example: Have 4 in circle. Number off and 1 and 3 use left hands first while 2 and 4 use right.

Action: (1) Peas porridge hot (all clap knees, own hands, hands of person to each side - circle formation).

(2) Peas porridge cold (same as above).

(3) Peas porridge in the pot (clap knees, clap own hands, 1 and 2 clap crossed hands together - 1 using left and 2 right). Clap own hands.

(4) Nine days (reverse hands in 3 and clap with person other side). Clap own hands.

(5) Old (all clap hands forming circle) with person on both sides.

(This game is good for socials, parties, school rooms, demonstrations, playgrounds, and many other occasions.)

1V. Glowworm. Music: Same. Records: Same as described above.

Formation: Double circle facing counter-clockwise (line of march) with inside hands joined. Gents on inside of circle and ladies on outside of circle.

Action: (1) Walk forward four steps.

(2) Walk backward away from partner four steps.

(3) Point and walk forward four steps toward partner.

(4) Walk around partner with four steps, turning in a small circle (taking partner in social dance position, turn her around in a small circle with four steps. Gents return to the inside of the circle, the lady returning to the outside of the circle and join inside hands to repeat the dance).

Word Jingle: Walk, 2, 3, 4
Back, 2, 3, 4
Point, 2, 3, 4
Turn, 2, 3, 4

(This is a very good party game and works well with people who are unaccustomed to folk dancing. This is a very good musical mixer for all ages. The very young and the very old may find it difficult to play. As a demonstration, the dance may be done with all lights turned out and the dancers using flash lights and have them flick on and off, in rhythm, during the dance - to represent "Fire-flies").

V. Glowworm Minuet. Music: Same. Record: Old Timer - No. 8004.

Formation: Side by side, gent on the left of lady and holding lady's left hand with his right.

Action: Starting with outside feet, walk forward 1-2-3 and on fourth count point inside feet forward and at the same time pivot on outside feet to reserve direction for the next four counts. No. 1 count in this new direction is with outside feet (new) and continue 1-2-3 and point inside feet forward on fourth. Now facing partner (for gent) step left, point right over left and step right and point left over right. Lady uses opposites.

At this point, and traveling in your original direction, lady twirls 2 turns clockwise with gent holding her right hand in his upraised left hand. During these twirls, the gent steps left sideways this way: (1) left (2) right over left (3) left and (4) right over left.

Now in ballroom position, two-step next 16 counts and repeat.

(This Minuet routine should be used for the older groups. It is good for couple dances for the young adults. Colonial costumes or perhaps gingham (the ladies wearing long or hooped skirts) would be good for demonstrations and pageants.

MUSIC SUGGESTIONS: The music "Glowworm" is suggested for use in all of these games since some leaders may not have access to special music for folk dances. Please remember that this entire program can be done to any 4/4 time music such as Anchors Away, Margie, square dance records and tunes, or any music which will fit into the theme of your program.

FOLK AND SQUARE DANCE REFERENCES

RECORD COMPANIES

Old Timer Record Company
3703 North Seventh Street
Phoenix, Arizona

Western Jubilee Record Company
708 East Garfield
Phoenix, Arizona

Lloyd Shaw Recordings, Inc.
Box 203
Colorado Springs, Colorado

Kismet Record Company*
227 East Fourteenth Street
New York 3, New York

William Van Doren *(West Coast Distributor)
2806 San Pablo Ave. Kismet Records
Berkeley, California

American Squares (No mailing or packing
Book & Record Shop charge, 3 record min-
1159 Broad Street imum shipment)
Newark 5, N. J.

Windsor Records
2808 S. Baldwin Avenue
Arcadia, California
or
5528 N. Rosemead Blvd.
Temple City, California

Bob's Record Center
1923 Peachtree Rd., NW
Atlanta, Georgia
(Records & Books)

World of Fun Records
Methodist Publishing House
Richmond, Virginia -
Nashville, Tennessee

The Folk Dancer
P. O. Box 201
Flushing, Long Island, NY

Square Dance Associates, Inc.
Free Port, New York
(Ed Durlacher's Records)

Mail Order Record Service
P. O. Box 7176
Phoenix, Arizona

PUBLICATIONS

American Squares
136 E. French Place
San Antonio 12, Texas
($2.50 per year)

Northern Junket
c/o Ralph Page
182-A Pearl Street
Keene, New Hampshire
($2.00 per year)

Sets in Order
462 N. Robertson Blvd.
Los Angeles 48, Calif.
($2.50 per year)

Rosin the Bow
115 Cliff Street (Hal)
Paterson 2, N. J.
(Published quarterly,
subscription, $1.00)

The Roundup
Folk Dance Federation of
Minnesota
703 Henn Avenue
Minneapolis 14, Minn.
($1.00 per year)

The Midwest Dancer
314 Cumberland Parkway
Des Plaines, Illinois
($2.00 per year)

BOOKS AND PAMPHLETS

The Square Dance Caller by Rickey Holden
835 Erie Avenue
San Antonio 2, Texas - $1.50

Hi, Square Dancers!
by Kenneth Fowell
(A more advanced course)
Let's Square Dance
by Kenneth Fowell
(A beginners' course)
Director of Recreation
Great Falls, Montana

Square Dances and Mixers
by Raymond Smith
1038 Cedar Hill
Dallas, Texas

The Li'l Abner Square Dance Handbook
- 132 pp, by Fred Leifer (Illustrated
by Al Capp)
Toby Press, New York - 35 cents

Square Dance Party Book
by Piute Pete
Order from: Village Recreation Service
1701 Broadway, Dept. A.
New York 19, N. Y. $1.00

Square Dance Instructions - Card Series.

Part 1. 25 complete square dances with calls. One card for each call - $1.00

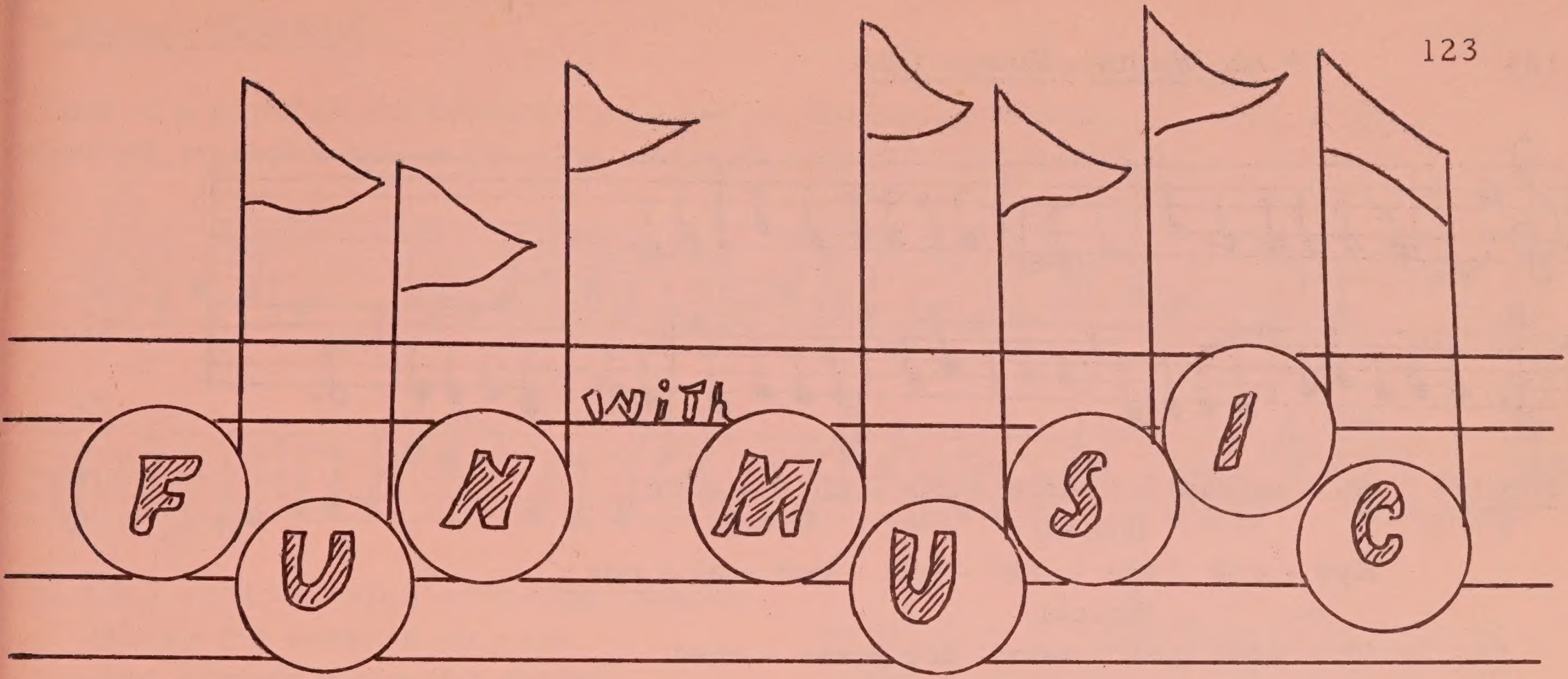
Part 2. 21 more square dances with calls, plus 5 folk dances--$1.00

Part 3. 30 singing square dances with calls; calls, instructions, tips and suggestions on singing calls - $1.00

Part 4. Play Party Games. 24 cards. How to get party going, stunt games for little tots and older tots - $1.00

Postpaid: Rod LaFarge
115 Cliff Street (Hal.)
Paterson 2, New Jersey

Handbook of Square Dances by
Ed Bassing
H. T. FitzSimmons Co., Inc.
Dept B, 615 N. LaSalle Street
Chicago 10, Illinois - $2.00



"In music the more we know the more we grow, and the more we grow the more we want to know!" Jascha Heifetz

Here are some ways in which music can be used in the recreation program:

Singing - as a part of the opening and closing of programs and ceremonies
as a part of the story hour and informal dramatics period
in a singing period

Playing - Use whatever instruments children, youth, and adults can bring with them
improvise with bottles (filled with water), with combs and paper, etc.
mouth organs and ukuleles, banjos, accordians, etc.

Listening-to a record player in a quiet, shady place
to recordings (at the interest level of the children or adults)
to songs, dances, singing games

Rhythms - use homemade instruments for marching, dancing, singing
use imitation as trotting horses, ticking clocks, rhyming verses

Remember: You don't have to be a "singer" to lead and teach singing
It is the duty of recreation leaders to help preserve voices
Music is all around us in some form, melody, harmony, rhythm
Quiet moments and listening is as important as activity in music
Sing what children and adults like to sing, not only what the leader likes
Keep the music period short and meaningful
Everybody likes music and wants to be a part of it
Corrolate music with all activities
Motivation of the song plays the greatest part in establishing and maintaining the interest of any age group

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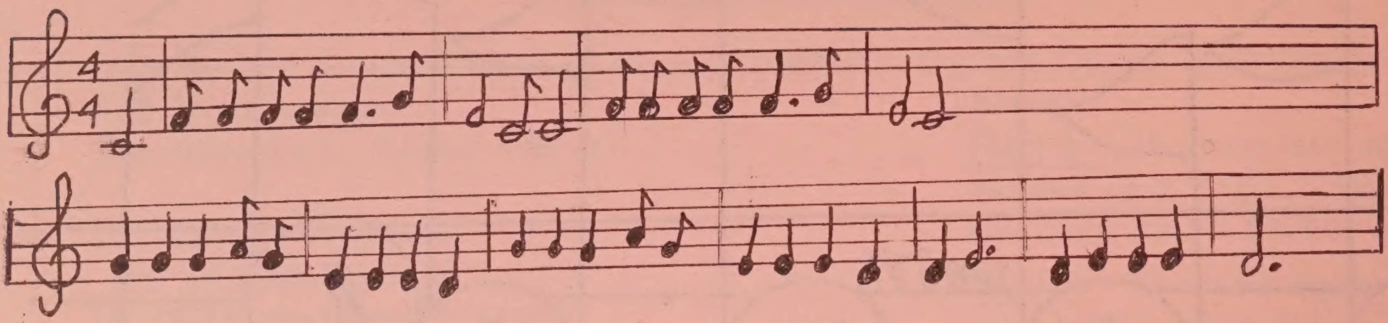
"Recreation workers in many places are not putting into practical application the enrichment of life through music, among children, young people, and adults. The public should realize that music making and profitable listening are a wholesome, appropriate and socially valuable component of a balanced, well adapted recreation program."

Gertrude Borchard - Assistant secretary of the National and
Inter-American Music Week Committee

* Ah-Woonie-Koonie Cha



Words: Ah - woonie - koonie - cha - ah - woonie
Repeat
Eye - eye - eye - icki - eye - kye - ai - nus
Repeat
Ah - woo! Ah - woo - nee - kee - che!

Motion done in time to music

1. On first count place hands on own knees (left on left, right on right). On second count move hands one place to right so right hand is on neighbor's knee and left hand is on own right knee. On third count return both hands to own knees. On fourth count move hands in place to left so left hand is on neighbor's knee and right hand is on own left knee.
2. On first count place hands on own knees (left on left, right on right). On second count cross hands (left hand on right knee, right on left knee). On third count place hands on own knees (left on left, right on right). On fourth count open arms and place hands on neighbor's knees.
3. On first count extend left arm upward pointing diagonally left. On second count touch back of left wrist with right hand. On third count place right hand on left shoulder. On fourth count fold left arm so left hand is on right shoulder. (Repeat starting with right hand extended)
4. On first count place own hands on own knees (left on left, right on right). On second count cross hands (left on right knee, right on left knee). On third count place own hands on own knees. On fourth count fling both hands high overhead.

Note:

The first time the song is sung it should be slow and quiet; it increases in speed and volume until the last verse is quite loud and fast, with occasional war whoops. At the end everyone gives a loud war whoop!

* From NRA Proceedings - 1954

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ACTION SONG - tune: Mulberry Bush

Heads and shoulders, knees and toes,
Heads and shoulders, knees and toes,
Heads and shoulders, knees and toes,
We'll all jump up together.

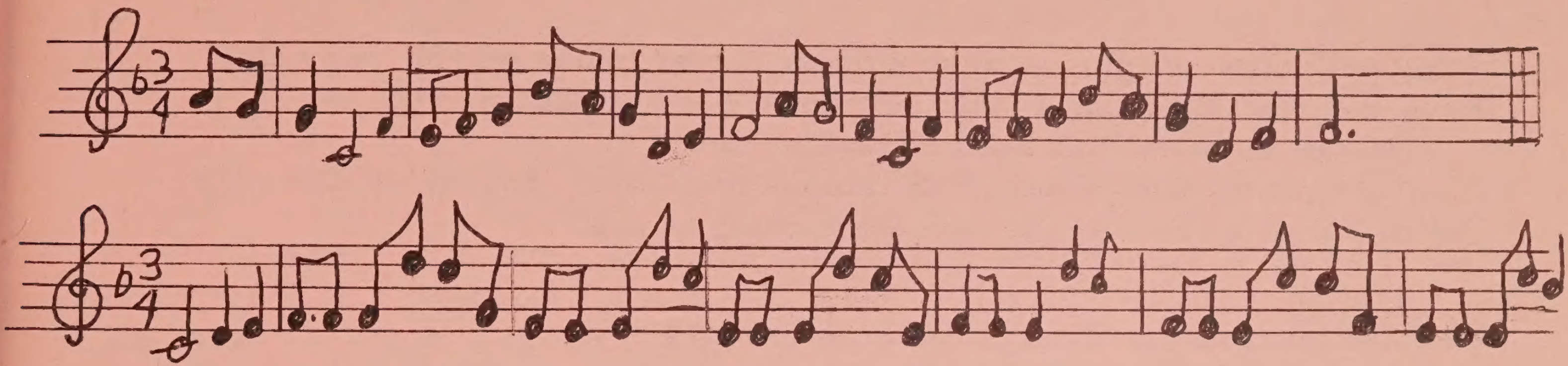
A Halloween Song

Witches Tune: Ten Little Indians

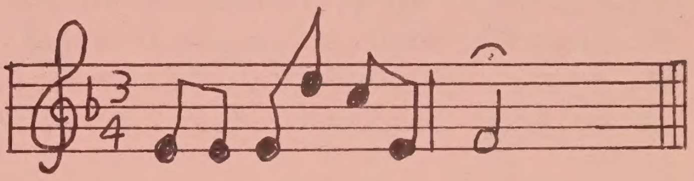
One little, two little, three little witches
Sliding down haystacks, jumping over ditches
Sliding down moon-beams without any hitches
Heigh-ho-Halloween!

* Kubuck (Cuckoo)

This is a popular Austrian Song known by almost all Europeans. Few songs furnish so much fun as this one can both with melody and action.



1. Oh I went to Peter's flowing stream
Where the water's so good
And I heard there the cuckoo
As she sang from the wood.



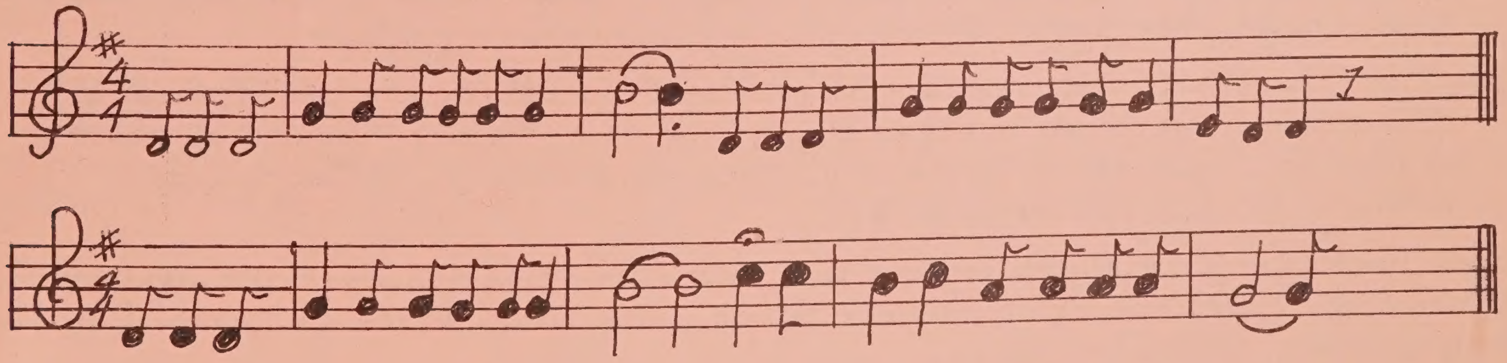
(a) Ho-li-ah (strum on knees)
(b) Ho-li-rah-hi-hi-ah (Slap knees, clap hands, snap fingers)
Ho-li-rah cuckoo (Slap knees, clap hands, snap fingers)
(c) Ho-li-rah-hi-hi (Slap knees, clap hands, snap fingers)
(d) Ah - Ho! (Strum knees)

(Sing "b" three times in all)

2. After Easter comes sunny hours
That will melt all the snow
Then I'll marry my maiden fair
We'll be happy I know
Chorus: (This time singing cuckoo twice each time it occurs and snapping fingers each time).

3. When I've married my maiden fair
What then can I desire
Oh! a home for her tending
And some wood for the fire!
Chorus: (Singing cuckoo three times and snapping fingers each time.)

** I'm Gonna Sing - A Spiritual



1. I'm gonna sing when the Spirit says "Sing" (Repeat 3 times)
And obey the Spirit of the Lord.

2. Shout....... 3. Preach....... 4. Pray....... 5. Sing.......

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* from Songs of Many Nations Song Book
** from Lift Every Voice Song Book
Cooperative Recreation Service
Delaware, Ohio

Why Not Have A MUSIC WEEK During The Summer In Your Program?

WHAT TO DO?

Run Exhibits

A big collection of musical instrumnets (Local music stores will help).
Each member of the band could tell about his own instrument.
(Maybe someone has a Stradivarius Violin)
Display pictures and paintings of famous musicians (Libraries will help).
Old music programs are always interesting to see

Have Contests

Who has the oldest record (Look in the attic)?
Whatpiece of sheet music has the oldest date, newest date?
Who has the best homemade musical instrument?
Whistling as individuals or as groups.
Barbershop Quartet Contest - Sweet Adeline Contest for girls.

Special Musical Programs

Musical Parade Evening - local and nearby bands parade
Music Numbers from Around the World Evening-Folk Songs, Spirituals, National Anthems! (use all the nationalities in the community)
Serenade Night - Wouldn't the shut-ins and "porch sitters," hospitalized; institutionalized and just anybody enjoy hearing some good singing?
Why wait until Christmas to carol - it sounds good in any kind of weather.

END UP WITH A "BANG UP" COMMUNITY SING - WITH ALL TAKING PART

Music References

Songs Children Like, published and copyrighted by the Association for Childhood Education, 1200 Fifteenth Street, N. W., Washington 5, D. C., price $1. A book of excellent folk songs from many lands.

Little Symphony Rhythm Band Primer - Catalogue. A remarkable booklet on rhythm bands. Includes some orchestrations, recordings, sources and information on conducting, etc., 44 pg. illustrated. Peripole Products, Inc., 2917 Avenue R, Brooklyn 29, New York. Free.

Industrial Bands and Orchestras - An excellent manual for any development or organization interested in organizing a band or orchestra. Covers all phases of planning, leadership, costs, etc. Very worthwhile. C. G. Conn, Ltd., Elkhart, Indiana. Illustrated, $1.

Song Books from the Methodist Board of Education, Box 871, Nashville, Tennessee Illustrated. Excellent for community and choral singing. Price 20 ¢ each. Cheaper in quantities. Write for listing.

Lift Every Voice
Songs of Many Nations
Song in the Air - Christmas Collection
Joyful Singing

Rhythm Band Instruments by Frank A. Staples. Inexpensive rhythm band instruments that are not difficult to make. From Recreation Program Aids, May-June issue, 1955 NRA

Recreation Program Aids issued Bi-monthly. $5 a year, $3.50 per year to members. National Recreation Association, 8 West Eighth St., New York 11, New York.

Dramatics

Many people avoid dramatics because they have looked upon this fascinating art as something highly professional and difficult. In a leisure time program most people are capable of finding expression in the simpler creative branches of dramatics as through CREATIVE DRAMATICS, INFORMAL DRAMATICS (spontaneous and improvised), CHARADES, PANTOMINES, AND SKITS AND STUNTS. Each of these will be treated briefly.

CREATIVE DRAMATICS "is created by the children with the guidance of the teacher or leader. It is not memorized, directed, rehearsed drama designed for the entertainment of an audience. It develops from the ideas of children. It does not depend upon dramatic talent but the values are many."

The objectives of this type of drama created by the players themselves are:

1. To give each child an avenue for self-expression.
2. To guide his creative imagination
3. To provide for a controlled emotional outlet.
4. To help him in the building of fine attitudes and appreciations.
5. To give him opportunities to grow in social cooperation

--- from Winifred Ward Playmaking with Children

Suggested Stories for Dramatization

The Store in the Road (for older
Joseph and His Brethren children)
The Old Woman and the Tramp

Little Duckling Tries His Voice
Henny Penny (for 10 and under)
Ask Mr. Bear

INFORMAL DRAMATICS (Improvised and Spontaneous). This type of drama can be done more effectively by breaking the group up into small units (no more than 10 people). Each unit creates its own story, characterization production, including properties, costumes, sets, etc. Often the people themselves portray inanimate objects--a turnstile, a water cooler, etc. Properties consist of whatever is to be found at hand; a lamp shade for a hat, a coat hanger for the horns of a bull, etc. The average person is apt to be freer in improvised dramatics than he is in the more formal drama with a script in his hand. He is apt to have more creative experiences because he understands the materials he has helped to create and in which he can choose his own characteristics whether it be human, animal, or inanimate. At a given time the whole group comes back together and acts as audience for each presentation.

Forms that lend themselves to improvised dramatics:

A. Skeleton Story: The same situation is given to each unit. Examples:

(1) You are a group of people somewhere engaged in some activity, there is a holdup and what the group does about it.

(2) Unknown to the others, one member of the group is unacceptable to the others, as a spy, a criminal. He is discovered. What does the group do about it?

(3) Each group creates a situation that must end with the words: "Oh, my goodness, it's 12 o'clock!"

B. CHARADES - These brainteasers not only stimulate a bit of mental exercise but also provide an outlet for persons of all ages. Each scene should have action, story, and characterization. This is done by dramatizing.

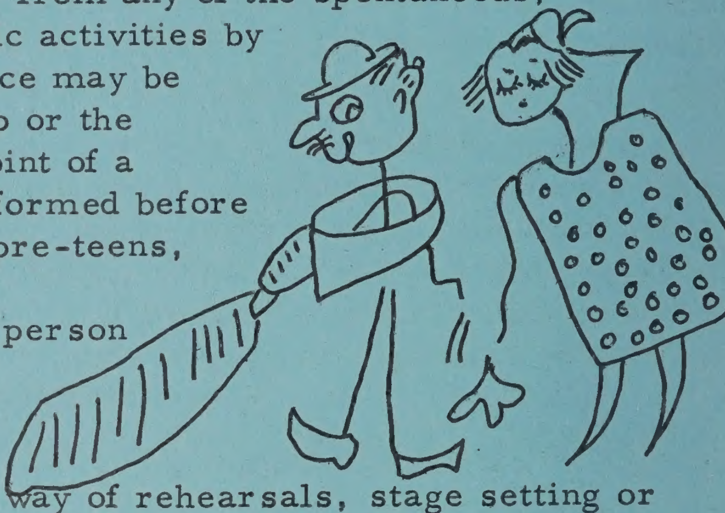
Words: Parade, rainbow, showoff, earthquake, pumpkin, barbecue, records, etc.

Slogans: "So round, so firm, so fully packed."
Movies: "Gone With the Wind;" "The Greatest Show on Earth;" "High Noon"
Famous Landmarks: Statue of Liberty, Niagara Falls, Sphinx, Coliseum
Plays: "Life With Father;" "Peter Pan"
Books: "Of Mice and Men"
Song Titles: "Easter Parade;" "David Crockett"
Quotations: "Don't Shoot until you see the whites of their eyes."

C. SKITS AND STUNTS - Skits and Stunts may be improvised or they may be learned from a script. They differ from any of the spontaneous, almost impromptu types of dramatic activities by requiring an audience. The audience may be small or large--a playground group or the whole community--but the whole point of a skit or stunt is lost unless it's performed before a group. They work out well with pre-teens, teen-agers, and adults.

A skit or stunt may require one person or dozens. It usually has several essential features:

1. It is short.
2. It requires very little in the way of rehearsals, stage setting or costuming.
3. It has a climax.
4. It usually has a strong element of surprise.
5. It is usually (though not necessarily) amusing.



D. PANTOMINE is a method used in dramatic activities rather than an activity in itself! By emphasizing it, however, the leader can use it as an effective lead-up to the forms of drama that require spoken lines, either improvised or memorized.

Pantomines may be acted by individuals or groups where a situation or incident is dramatized without the spoken word or hand "props." Usually a simple story is told. An incentive may be set up by the leader, however, originality is often demonstrated, and the imagination has more range when the individuals are allowed to select their own subjects. In creative dramatics, this point is quite important. The inferior acting and the poor detail, that is ever present, the spontaneity found in impromptu acting is worth the experiment. Participation is much more important than perfection in creative pantomine.

E. MASS CHANT (Choral Speaking). This is usually a drama of sound alone.
F. TABLEAUX - a dramatic picture which tells a story.
G. LOCAL STIUATIONS - the dramatization of a situation or problem that is so close to the group that they understand and for which they have real concern and feeling. "The Room Upstairs" is an excellent example. A play concerning the aging.

Dancing Lady - This is an individual stunt. Be sure to choose a good dancer. This stunt can also be used as a shadow show.

A union suit with full length arms and legs is stuffed with crushed paper, or hay. The figure is garbed in a gay gown and the rest of the accessories are added. A life-size head is made from cloth and features added by paints. Yarn or mop may be the hair or if possible get a wig. Stuffed gloves are stitched to the arms and partially filled stockings are added to the legs. Finish up with accessories. The damsel is now ready for her partner. Her left hand is sewed or pinned onto the back of his coat, while he holds her other hand. The dummy's feet are fastened to the tops of her partner's shoes, so they cannot come loose.

When the music begins the lady whirls gracefully about with her partner, keeping in perfect step. The style and intricacy of the dancing rest of course on the talents of the gallant gentleman. If the scene is set some distance from the audience, the illusion is surprisingly effective.

from Program Handbook for Army Service Club Personnel (1953)

* How Did You Get Back?

Divide the larger group into several smaller ones, and give each one a slip, noting one famous place in the world, like the Great Wall of China, Samoa, Mount Everest. Each of the groups is to take some time and devise some unusual and clever way (to be acted out) to return to the spot where they are not. They may use props, and may speak. This idea was used once with the introduction that the group's jet plane had crashed at this destination handed them, and they were to work out a return. There are usually as many ideas as there are groups.

* Hat Stunt

This stunt is enjoyed by participants as well as the audience. The only equipment needed is a collection of old hats -- men's and women's. The funnier they appear, the better. About eight people take part, alternately boys and girls, and preferably with the taller standing next to the shorter. They stand in a circle, shoulder to shoulder facing the inside of the circle.

Give them instructions: "When I say 'right' use your right hand. When I say 'left' use your left hand. When I count 'one' place your hat on your own head. When I say 'two' place your hand on the head of the person next to you in the direction of the hand used. If you move your hat on the wrong count or with the wrong hand, or in the wrong direction, you are eliminated."

At first, go fairly slow until they get the idea, then increase your speed of calling the numbers, and change hands more often. You can let others take the place of those who were eliminated, particularly in a small group.

* from the Handbook of Skits and Stunts by Helen & Larry Eisenberg)

A charade -- divide the group into Teams A and B. A player from each team draws a word from a hatful of slips. It's a novel idea to provide words with local color; the two players act out, syllable by syllable, the word each has drawn. Teammates try to guess, from their player's actions, what the word is. The first team to guess correctly, wins that round. The player is allowed to say which sullable he is acting out (first, second, etc.) but these are the only words he may speak. The game continues until all have had a chance to perform. Keep score to see which team is "Champion Charader" for the evening.

PIF PIF LAND

All of the speeches in this drama are done to rhythm. A "beater" sits over at the side, but in view of the audience, and beats out the rhythm, which is expressed like this in musical rhythm (ONE, TWO: one, two, three).

Sometimes the audience pat feet to give rhythm. Don't let it get too loud.

The characters fit speeches into this steady rhythm, which continues to the bitter end. The words to be emphasized in this rhythmic pattern are underlined. The actors play their parts with little emotion. This was first performed, so far as we know, at Camp Induhapi, a few years ago. This is an adapted version.

PRINCESS:

My name is princess Liz.
My papa is a king.
Oh, Oh, yes he is!
It seems pa-pa's broke.
So I can't marry an ordinary bloke
Pa says it's up to me
To finance the royal familee.
Whole thing strikes me queer!
Oh, dear! Oh dear, dear, dear!
(Goes aside)

PRINCE:

(Enters) My name is Prince Char-ming!
I live right up to my name, by Jing!
With the ladies I'm a bear.
They all fall for my auburn hair!
They fall for my ways, my form, my clothes
(Why they do, nobody knows) SEES PRINCESS
Ah, ah, ah-ah-ah! Ah, ah, ah-ah-ah!
Sun moon and stars above!
Here I go! I'm falling in love!
Tell me, kiddo, what's your name?
With looks like that, you must have fame!

PRINCESS:

I'm the princess, Tell me too,
What in the world, do they call you?

PRINCE

My name is Prince Char-ming!
I live right up to my name by Jing!
Let me state to you right here,
I'm in love with you my dear!

PRINCESS:

Them's my feeling too, old top!
(Makes sounds like loud kisses)
Smack! Smack! Smack-smack-smack!
What do you say to telling pop?

PRINCE:

Now you're on the beat, my sweet
Let's find pop and turn on the heat!

(They leave, arm in arm.)

ACT II

KING ENTERS:

Look me over where I stand!
I'm the King of Pif Pif Land!
As Monarch I'm not so slow!
Ho! Ho! Ho-ho-ho!

(Continued on next page)

Wonder where the Princess is?
She ought to mind her biz!
If she don't hurry up a lot,
My good kingdom's going to rot.
"Ship of State" just will not steer
Without more cash! But look who's here!

PRINCE:

My name is Prince Charming!
Glad to meet you, King, old thing!
I don't like to make a fuss,
But I'm not an ordinary cuss!
Now it would not be amiss
T'tell you that my mission's this:
Th' best lookin' man in all your land
Is askin' for the Princess's hand!

KING:

I've heard enough of who you are

But are your stocks right up to par?

Do you have a bank account?

An if you have -- in what amount?

PRINCE:

King, I regret to state

I can't oblige you at this date!

If Tenderleaf Tea were a cent a pound

I couldn't buy even half a ground!

If oil wells were a dime apiece
Couldn't buy a thimble of axle grease!

KING:

If that's the case and you are right

Just clear right out of sight!

PRINCE (Desperately)

King, I regret to state
You're the cause of my sad fate!
(Stabs self, dies in rhythm)

PRINCESS: (Enters, sees)

My, my, what have we here?
Dear, dear, oh dear, dear, dear!
Stabs self, Dies in rhythm.)

KING:

Ah, me see what I've done!
Life for me will not be fun!
My reputation I must save,
Guess I'll join them in the grave
(Chokes self with tie, in rhythm)

EPILOGUE:

Thus ends our sad story,

We know the ending's gory,

Here's the moral -- it's not funny

You can't live on love without money!

I'll say goodbye to you,

Guess I'd better "cash in" too!

(Shoots self: Bang! Bang!
Bang-Bang-Bang! And dies in
Rhythm.)

From: END OF STUNT HUNT
By: Helen and Larry Eisenberg
2403 Branch Street
Nashville, Tennessee

REFERENCES ON DRAMATICS

Skits and Stunts - contains more than 400 new and favorite skits for all who are young in heart. Price $2.95.

Fun With Skits, Stunts and Stories - A stunt book full of new ideas and materials. $2.75

How to Help Folks Have Fun - Price $1.00

(All by Helen and Larry Eisenberg and may be ordered from the Association Press, 291 Broadway New York 7, N. Y.)

Informal Dramatics - Playground Series No. 2 (P100) Price, 50 Cents

Stunts and Entertainment - Price 75 Cents

Pageants and Programs for School, Church, and Playground - (P206), Price 50¢

Inexpensive Costumes for Plays and Festivals and Pageants - (P203), Price 50¢

Drama and the Hospital Leader (P90), Price 15¢

(All from National Recreation Assn., 8 West Eighth St., New York 11, N. Y.)

Say It and Play It - Fifty-two Action plays for children. by Leonard and Van Deman; Row, Peterson and Company, Evanston, Ill.

Sugar Plum Tree, The - The first of a series of song settings to come of Eugene Field's lovely poems for children. Marvin Radnor, Publisher, Caston Bldg., Buffalo 3, New York. Price 60¢.

Where Love Is, There God Is Also - by Tolstoy and is one of the finest of all stories to dramatize. It is in MY BOOK HOUSE, THE TREASURE CHEST, edited by Olive B. Miller.

The Princess In the Tower or "Everybody Counts" A choral reading by Sonya F. Kaufer in Recreation Program Aids, May - June 1955

Creative Dramatics for Children (1953) by Frances Durland, Antioch Press, Yellow Springs, Ohio

Stories to Dramatize by Winifred Ward: Children's Theater Press, Anchorage, Kentucky.

Filmstrips: Old folk tales, legends and stories some with an international flavor have been beautifully adapted and arranged by Gertrude Jacobs for a new series of filmstrips in excellent color:

"Crackling Mountain and Peach Boy," favorite of Japanese children.
"Monkey See, Monkey Do" - from the Chinese
"Dancing Bread," an original story by a nine year old.
"Alice in Wonderland" in which each frame is designed to relate one of Alice's adventures.

These filmstrips are available, with study guides, from International Education Materials Corporation, 625 Madison Ave., New York 22, N. Y.
Price: $4.00 Each.

* *

We recognize the following sources from which much of the material was taken for the section on Dramatics: Workshops conducted by Mrs. Nancy Stamey and Miss Winifred Ward; also Informal Dramatics from NRA.

STORYTELLING

Everyone is a storyteller. We may not consider ourselves professional readers, speakers, actors, or able to carry a group away with laughter and jokes but we must admit that we repeat to our friends happenings, events, and incidents which occur in our daily lives. There has never been a fisherman return from a trip who would not relate or tell the size of the fish he caught (or the one that got away) or the housewife who did not telephone a friend and talk to her neighbor about some community action which has just happened. We all learned to listen to stories being told when we were young gradually changing as we grew older to tell our own.

POSSIBILITIES are many. The term "storytelling" covers a wide range and opportunity means many things to different people. This general term is sometimes used to include: Telling the Story, a teller relating a story; Reading the Story, a reader, who has the ability to read with effect, relating word for word the story as written by an author who composed a series of events and created characters who became alive to the listener; Seeing the Story, the leader using pictures, books, film strip, puppets and other mediums to illustrate a story, event, or action which has taken place; Listening, using a record containing a story, music, or sound which will challenge the imagination of the listener; Acting, use of charades, pantomine, listeners acting out characters while the others guess the character which is being portrayed; and Bull Session, general discussions about local items of interest.

SELECTING THE STORY. In playing games the activity must be geared to the participant's physical skills and abilities. It is true in storytelling, the story must fit the age group with thought to the listener's experience, habits, and background in order to be successful.

PREPARATION: Anyone can tell a story if he knows it. For the first story prepare a short light story to captivate interest or a story with an interest-arousing introduction. Do not tell too many stories that are very long. Children's interest span is short at best. Tell the story simply, quietly, directly, and dramatically. Do not use long explanations or unfamiliar words but use a low-pitched voice, short sentences and permit time for questions and remarks.

SETTING: Have a definite time and day for this activity. It is particularly good for late mornings or rainy days. See that your listeners are settled before you begin. Be in full view of everyone. Be prepared to illustrate.

A good reference: Storytelling - Why-Where-When-How - (P 114). Prepared especially for playgrounds, this manual of leadership techniques will also be helpful to camp leaders who want to develop their Storytelling ability. From NRA

* * * * * * * * * * * * *

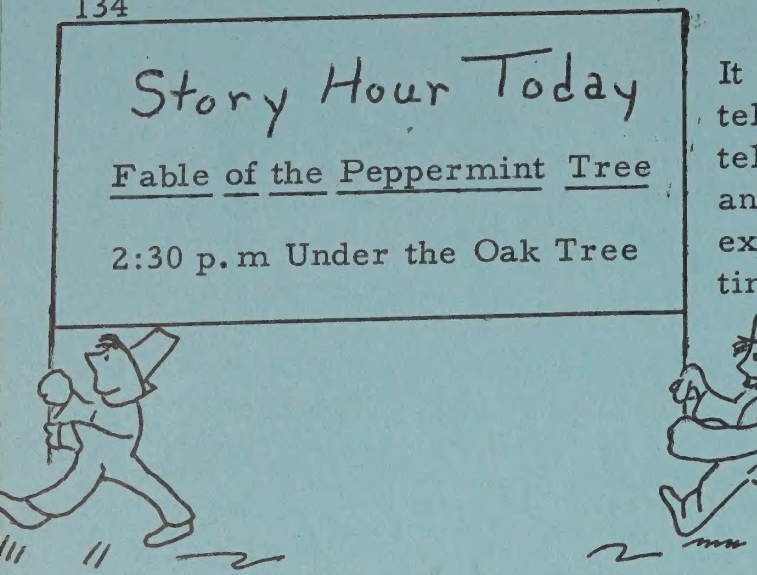
FOR TEEN-AGERS THERE ARE BOOKS - WHETHER THEY WANT:

To be smarter and smoother OR broader and deeper
To choose a vocation OR go to college, marry or settle down
To understand football, Einstein, or checkers

OR read history from Adam to Atomic Age
to be a politician or follow the United Nations
to quote a poem or win a debate
OR call a barn dance or ride a horse
build a boat or rise and shine

IT'S ALL IN THE LIBRARY - GET AN INSIDE VIEW OF YOUR LOCAL LIBRARY

STORYTELLING


Story Hour Today
Fable of the Peppermint Tree
2:30 p.m Under the Oak Tree

It isn't necessary to be a professional storyteller to draw the young people to the "Storytelling Hour." Just be interested in the story and know it sufficiently well to put some expression and enthusiasm in the telling. Many times after the story is told, it can be acted out. Indian legends and Cowboy tales are filled with exciting adventures that children and adults love to hear and will enjoy. On a warm and sunny day under a shady tree, the leader needs only to begin the story and the crowd will gather around. An attractive notice on the bulletin board that arouses the curiosity will add interest.

Stories to Tell and Read:

Gum-Gum, The Bouncing Elf by Carola Greene (A clever little story and song). Order from 627 S. Normandie, Los Angeles 5, Calif. Price 25¢

The Peppermint Tree (A fable to be read aloud to children) by John Latouche, in Good Housekeeping, December 1954

When the Root Children Wake Up - Helen D. Fish - Warne
The Five Chinese Brothers, Clair Bishop (For The Picture Book
The Funny Thing, Wanda Gag - Coward Hour)

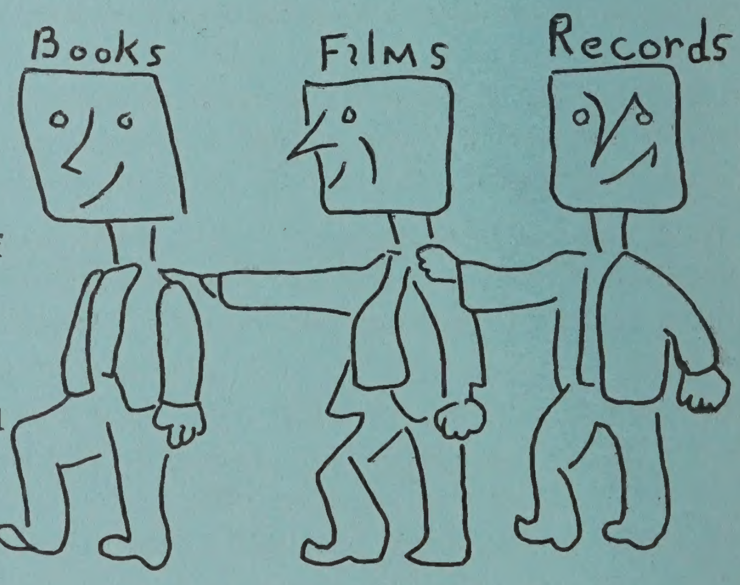
The Flea from Picture Tales from Spain
Rikki-Tikki-Tavi from Kipling's Jungle Book (For The Story Hours)
Silver Pennies by Blanche Thompson

The Salt of Life in Howard Pyle's Twilight Land (For Older Boys
The Wind and Wave and Wondering Flame in Sons O'Cormic and
by Aldis Dunbar - Dutton Girls)
Stories from Wondersmith and His Son by Ella Young - Longmans

Records: "Spaceship to Mars" (Columbia MJV146, $1.05) Scientific facts presented in a painless manner and wonderous sound effects make this trip with Mr. L. Magination (Paul Tripp) interesting to youngsters of eight and nine years.

The Travels of Barbar (CRG204, $2.30) Excellent combination of the tale of the lovable Barbar in fine music. Story and illustrations appear on the record's wrapper.

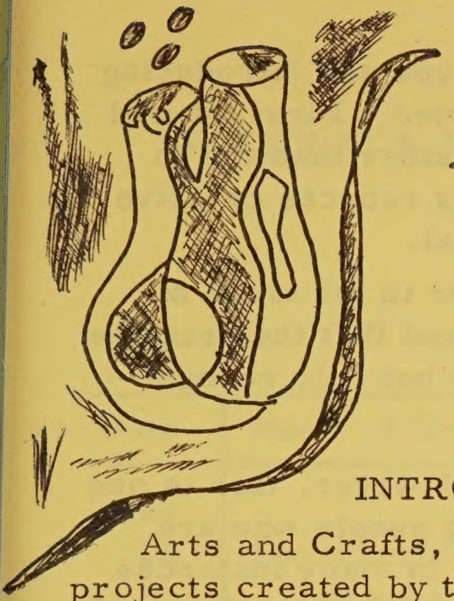
Ask about "Smoky the Bear" at the State Forestry Dept. or at the Music Store.



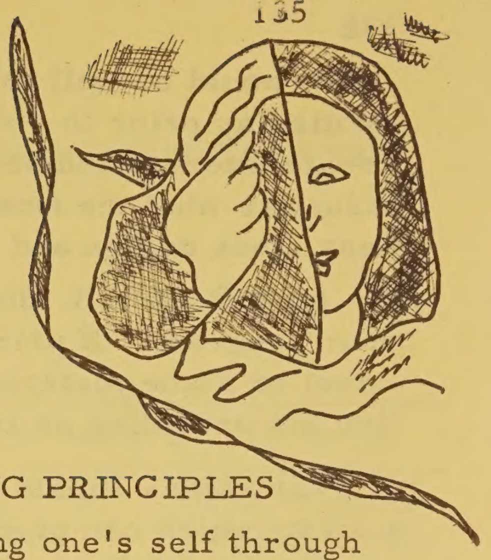
The following formula for SUCCESS was at one time expressed by the late Albert Einstein: If A is success in life, the rule might be expressed:

A equals X plus Y plus Z

X being work, Y being play, and Z keeping your mouth shut.



Arts and Crafts



INTRODUCTORY REMARKS AND GUIDING PRINCIPLES

Arts and Crafts, handicrafts, the means of expressing one's self through projects created by the participant's own thoughts, hands, and efforts is a basic recreation activity which should be offered to people early in life. It is a type of activity that can be followed and used throughout life. Therefore, with its potential and possible use, it is natural that one finds arts and crafts as a basic part of playground program planning.

The projects made by the individual must be useful. Selection of projects must be such that the finished craft project should be something other than to collect dust or take up space in a dresser drawer since it is of no practical use. The process of making the project should teach craftsmanship (skills). The participant should receive proper guidance in the use and handling of tools.

Crafts, conducted on the playground, camp, and situations other than a highly organized and equipped craft center, can be of two types:

1. The craft which utilizes inexpensive materials and very few inexpensive tools or equipment. Examples are: Crayon coloring, finger painting, paper-mache or pipe cleaner animals, plaster of paris casting, wood carving, and making of game boards, masks, and nature crafts.
2. The more advanced crafts, requiring special tools and expensive mediums (materials) such as leather, metal, plastics, raffia, bead work and felt could be handled through craft clubs. Usually there is a club membership fee for 25 cents and the participants pay for the materials which they use. The original fee helps offset the loss or depreciation of the tools and the project fee pays for the materials since they are too expensive for the program to absorb the cost.

Point 1 mentioned above may have indicated to you the opportunity to integrate arts and crafts with other forms of activity. For example, there is a fine opportunity for the participants to make their own game boards. First, it is a good craft and, second, you will find that they will appreciate and use the game boards rather than abuse them. Also, one can make paddle tennis rackets, repair game nets, and other types of equipment which will help to provide a more varied activity opportunity. Crafts are closely tied in with the nature phase of the program. It offers means of recording nature study through the use of blue prints, spatter printing, making of notebooks and plaster of paris models. The field of drama may offer the best opportunity since one can make costumes, scenery, props, signs, paper-mache masks, puppets, and marionetts (a good form of dramatics) and many other untold possibilities.

Planning a craft program should be well thought out. Avoid introducing more than 1 new craft at a time. Confusion on the part of participants and supervisor will develop if too many different crafts are in process at one time. Craft centers are the place to carry on a varied and extensive program.

It would be well to have a finished product of the craft you are introducing on display prior to and at the time the craft project is started. First, it will create interest and, second, beginners will be able to see rather than try to visualize what the final results will be. We do not feel this reduces creativeness since design and color can be changed by the individual.

A craft exhibit, display, or contest should be held prior to the close of your program. If prizes are awarded, we highly recommend that the prize be a tool or some material representing the craft so that it is not only recognition but providing an incentive to continue the craft.

Volunteers should and can be used in every activity. However, this is one activity which can profit greatly by having adults and young people who are advanced in skills to assist the all too often limited staff. In many instances it need not be a highly skilled person (so many times they are looking for perfection and handicap the beginner), but someone to assist you in issuing tools and materials. It is most important that tools be properly handled (scissors, rulers, needles, and knives). Too, it is most important that materials (paper, paste, crayons, string, and your more expensive mediums) be under proper control at all times. It is poor craftsmanship and setting a bad example to permit the misuse of tools and waste of materials.

You must be careful to have a simple system of issuing your tools and materials. Tools should always be returned to the supervisor or volunteer. All tools should be accounted for at the end of the craft period. Only necessary materials should be passed out. If a participant needs additional supplies, then they can obtain more when they have advanced to the point of need. A part of the crafts program should be cleanliness. The participant should return all tools (clean) and clean up all scraps before leaving. Future participation should be dependent upon this very important point.

The supervisor should have (make one if necessary) a craft equipment box where the tools and materials can be stored separate and apart from the general activity equipment. One will find it most difficult, if not impossible, to properly store this along with bats, balls, nets, horseshoes, and other similar equipment. Also, a word of caution is given to handling incomplete craft projects. If craft projects in process are left with you until the next craft period, they should be properly marked (name of maker) and so stored that they will not be damaged or lost.

Location of the craft activity area is important. There should be suitable tables located in an area where it will be free from batted objects (balls) and with as little distraction as possible, and in a shaded area.

Following you will find an elementary bibliography which will meet basic and minimum needs when starting a crafts program. Also, you will find a list of craft companies where you can obtain information on craft materials, tools, supplies, and projects.

FORMS FOR RECORD AND PLANNING OF PLAYGROUNDS CRAFTS

Name of City of Town

19______

Planning Sheet for Crafts

Date	Name of Craft	Material required	What I have to have	Remarks
June 28	Paperbag Masks	Paper bags - all sizes	brushes crepe paper poster paint string	Fun to make These masks used for story-telling & simple dramatics
July 17	Glass etching	etching paste etching foil glass article	pencil patterns copy paper	Each person completes a design on glass, ash tray, etc. An interesting craft

* *

CRAFTS INVENTORY SHEET FOR SUMMER 19______

Name of Craft	Number participating	No. Articles completed	Approximate cost Unit	Project	Comments
Glass etching	20	18	.10		Profitable and popular craft

Playground______________ Leader______________ Date__________

CRAFT COMPANIES

North Carolina

Becky's Crafts - General
P. O. Box 394
601 Fairview Drive
Lexington, N. C.

Charlotte Hobby Center- General
131 West Fourth Street
Charlotte, N. C.

Hobbicraft Supply Center-General
65 Austin Avenue
Asheville, N. C.

Mobley Art Center - General
South Salisbury Street
Raleigh, N. C.

Southern School Supply -General
319-323 West Street
Raleigh, N. C.

The Consolidated Industries
710 W. Market St. Equip. -Games
Greensboro, N. C. Party decoration.

- - - - - - - - - - - - -

American Handicrafts, Inc. -General
45-49 South Harrison Street
East Orange, New Jersey

Handcrafters, The - General
Waupum, Wisconsin

Cleveland Crafts Company -General
4705 Euclid Avenue
Cleveland 3, Ohio

Mangus Brush & Craft Materials
108 Franklin Street General
New York 13, N. Y.

Universal Handicraft Co. -General
1267 Sixth Street
New York, New York

American Crayon Company - Crayon
1706 Hayes Avenue
Sandusky, Ohio

J. C. Larson Company -Leather
820 South Tripp Avenue
Chicago 24, Illinois

Dennison Manufacturing Co. -Paper
Chicago, Illinois
Also:"Here's An Idea Service"(free)
c/o Marhorie Wilson, Editor
300 Howard Street
Framingham, Massachusetts

The Rex Corp. Roxlace (craftstrip)
Haywood Road
West Acton, Massachusetts

The Nautilus - Shell Craft
Sarasota, Florida

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REFERENCES ON CRAFTS FOR THE RECREATION PROGRAM

Nature Crafts for Camp and Playground (P 177) Price 50¢

How To Do It Reprint from the popular "How To Do It" feature of RECREATION MAGAZINE Price $1

Nature Crafts for Camp (P 177) Orice 50¢

Make Your Own Games (P 124) Price 25¢

Craft Projects for Camp and Playground (P 173)
All the above from National Recreation Assn., 8W. Eighth St., New York11, N. Y.

Your Own Book of Camp Craft - Junior Pocketbook #839
Order from Pocket Books, Rockerfeller Center, New York 20, New York.

Arts and Crafts With Inexpensive Materials from Girl Scouts of the USA, N. Y.

Recreation Arts and Hobby Helps. A listing of many booklets available for 15¢
National 4-H Supply Service, 59 E. VanBuren St., Chicago 3, Illinois.

Nature and Camping References

Adventuring in Nature
Ideas and suggestions for nature activities of all kinds for all seasons. Price 75¢

Nature Games for Various Situations (P 187) Price 15¢
Games that will lend added interest to the nature program.

Day Camping Price 50¢.
Organization, administration, and program for camping fun.

Camp Program Book, The By Catherine T. Hammett and Virginia Musselman. New and comprehensive 500-page book on the How, When, and Why of camping.

Order above from the National Recreation Assoc.,
8 West Eighth Street, New York 11, New York.

Camp Safety Digest (reprinted 1954). Articles on safety in all phases of the camp program and organization by leaders in the field: Mason, Sweet, Camp, Hammett, Jaeger. Price 50¢
from the American Camping Association, 343 S. Dearborn St., Chicago 4, Illinois

Leader's Nature Guide. This book with its humorous touch and practical information gives the reassurance for the leader that "Nature" is not so hard "to do." Activities for all year around.

True and False. A quiz of true and false nature statements with answers. Price 15¢

Weather Handbook, The. How to forcast the weather, to learn about clouds with program activities.
All from Girl Scouts of USA, 155 East 44th St., New York 17, New York

Handbook of Day Camping, The. from Chicago Park District. Gives how-to-do information valuable to a successful day camping program

How to Build a Nature Trail. Price 15¢ and A Guide to the Out-of-Doors. Free
Come from the National Audubon Society, 1130 Fifth Avenue, New York 28, N. Y.

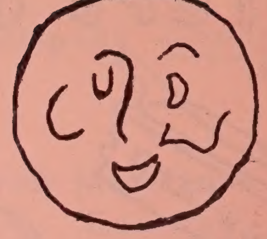
Along the Trail. A 12-page attractive illustrated booklet giving full instructions for outdoor cooking for hikes and camping trips. Order from: Department of Home Economics Service, Kellogg Co., Battle Creek, Michigan. It is free.

Day Camp Issue of Recreation Magazine, March 1954, is full of programs, etc., for Day Camping.

No. 8, 1955, of the Playground Summer Notebook has excellent program material.

Recreation Program Aids - has a page on Nature in each issue.

Both published by National Recreation Association.



PICNIC PLANS

NORTH CAROLINA RECREATION COMMISSION
Raleigh, North Carolina
1953
1955
1956
1957

NORTH CAROLINA RECREATION COMMISSION
134 Education Building Annex
Raleigh, North Carolina

PICNICS

*The "picnic" has become an American institution. It has had a historic place in the building of our country -- in the great pioneer house-raising, in the political rallies of more than a century ago, in the recreation programs of a thousand giant industries--but always it has belonged especially to the home towns and families of the nation. It has always been a signal for good fun among good friends. No one will challenge its place today as the champion of recreation.

Picnics are always fun whether they be planned for a family of 5 or for a group of 50 to 500. Experienced picnic planners think of the pleasure of the crowd and not merely a few ball players or "pie eating" contestants. A well planned picnic with "eats and entertainment" can do much to unify a group, raise morale among employees or tie the knot a bit tighter in the family circle.

GENERAL SUGGESTIONS FOR PLANNING A PICNIC

The type of picnic to be held will naturally depend upon the number of people expected and the site selected. In choosing the site, be sure that the spectators will be comfortably accommodated. Special attention should be given to space for running games and free play, shelters (if the rain comes), plenty of water fountains and parking spaces. Other facilities to be considered when selecting the site are:

> Public address system; picnic tables and benches; platforms, stands and chairs for shows, concerts and special "show off" events; tents or marked off places for Committee Headquarters, First Aid Station, Concession Stand, etc.; a Lost and Found Department for articles and children, and maybe some adults; stands for guessing games, display for prizes; plenty of signs and directions on the ground (before the crowd comes); bleacher seats for games and special events (for the spectators); trash and garbage cans well distributed will keep the grounds clean.

In announcing events - the starter should announce each event separately with a megaphone or mike. The announcements should take the form of an invitation to join the fun as well as describe the event. If someone can use the megaphone cleverly, much amusement and excitement results. Care should be taken not to have a continuous talking over the loud speakers that tend to confuse people.

---

*Fredrikson in The Picnic Book

Rope off the contest area. A play area 60 x 120 feet is a satisfactory area. This makes for safety and will prevent spectator interference.

The rules of the races of other contests should be carefully explained to all participants. After a brief explanation, a demonstration race should be walked through by game committee - men to make sure that regulations are understood. Clearly mark start and finish lines and have a "starter." He should start each race with snap and precision. Do not leave these matters to chance.

Give tickets to the prize winners which they can exchange for the actual prize. Prizes and awards should be kept as simple as possible. The "friendly" contest aspect is lost if prizes have too high an intrinsic value. Those who lose may experience too sharp a disappointment and, after all, having fun is the important factor.

Games and stunts for adults - and some children for that matter - should be selected for the real fun and enjoyment they provide for both participants and spectators. Care should be taken to see that all "rough stuff" is definitely barred. Always keep the safety factors in mind. Do not force a person to enter a contest against his will. Be sure that no one is embarrassed or made the "goat."

COMMITTEE ORGANIZATION

It is essential that many people take an active part in planning and carrying out their duties, so it is highly desirable to have as many people as possible serve on committees. The size of the picnic will set the number of committees required and establish their duties.

The following committees are suggested:

Promotion and Publicity Committee
Facilities Committee
Transportation Committee
Entertainment and Program Committee
Finance Committee
Food and Drink Committee

The Entertainment and Program Committee Should:

Select games, contests, and races
Arrange events for age groups and by sexes
Provide the organization to run events off smoothly (provide judges, record keepers, and score keepers)
Secure play equipment or articles needed for races, contests, etc. etc., provide dressing rooms for performance
Consider the time element for events - not too long

PEOPLE GO TO PICNICS TO HAVE FUN - KEEP THE SPIRIT OF PLAY ALIVE

PICNIC EVENTS AND GAMES

In the games to follow, no attempt has been made to classify or describe in detail the events. First of all there are no hard or fast rules for most of them. A game or stunt suggested for children is often as suitable for adults.

In selecting games and events for the program, go through this entire list, check off the ones that seem most suitable for your group. Keep in mind the approximate number who will take part in each game or event (because the same people should not enter more than one or two games). Try to plan a program of events that is "different" and especially made for your group.

Many of the events are strenuous for people out of condition (don't forget that children have ailments, too), so do keep the safety factor in mind at all times.

Pebble Race - for young children

The children line up behind a starting line with their hands extended in front of them, palms down, elbows close to their sides. Pebbles are placed on the back of the children's hands, one on each hand. The children walk to a line ten yards away trying not to drop them. If they fall, the child must recover them and put them on the back of his hands again before he can continue the race.

Playmate Race - for children

Each child is paired with a playmate. The two children grasp hands and run ten yards to a finish line. The first pair of partners to cross it are the winners.

Balloon Race

Inflate balloons and give one to each child to roll or kick from the start to finish line a distance of 10 yards.

All Up Relay - small boys

Teams of six or eight boys are formed. The players on each team line up in single file behind a starting line. If there are four teams, there will be four competing files.

On the opposite line directly in front of each team two adjacent circles about a foot and a half in diameter are drawn. In one circle are three upside down milk bottles. At the signal to start, the first player on each team runs to circle in which the bottles are standing and transfers them to the adjacent circle. If they fall they must be set up again before the runner starts back. When all the bottles have been moved and are standing upright the runner returns to the starting point and touches off the second player who repeats the procedure. The game continues until the last boy on one of the teams after transferring the bottles returns to the starting line.

Partner Hunt - a good mixer

Each person is given a numbered badge upon arriving at picnic. He goes looking for partner who has a badge with the same number. When found the two go to a designated spot to claim award. If there are favors or small prizes given to everyone present, this is a good way to give them out. (This game is often played at employees picnics where they are large crowds and often favors are given) This is also a way to line up for lunch. It is not necessary for partners to stay together for any length of time but it does get the crowd mixed well.

Over the Top Race - men

Two lines with 15 to 20 men in each line. Place a bucket filled to the brim with water at the back end of the line. Pass the bucket forward over the heads of each man to the front of the line. Team getting bucket to front of line first with the most water in it wins.

"Your Slip" is Showing - men or women

Each contestant is given a pillow and pillowcase and is told to insert the pillow into the slip. Before the signal is given, put a pair of boxing gloves on each contestant.

Tug of War - boys and men

Use large rope and an even number of men on each team. At signal each team tries to pull other team across a line. Better yet is to have a hose with spray shooting upward between the two teams. The first team to get all its members wet is the looser. Players should dress in old clothes or bathing suits.

Lollypop Race - any age but young people "go for it"

A long wire is stretched between trees or posts about 4 feet above ground. Each contestant lies flat on his back on ground--grassy spot is recommended. A lollypop with a string tied to the end with enough string to reach from contestant's mouth, over the wire and allow pop to lay on ground (about 9 feet of string). At signal all begin to chew on string pulling the lollypop over the wire. First to get lollypop over the wire, without use of hands, is the winner.

Leg Judging Contest

Girls and boys have separate contest. They parade behind canvas curtain, only legs being visible. Use older people for judges. You may use this as a Male-leg contest--wives try to identify husband's legs. This is a big laugh stunt.

Nail Driving Contest - Let the women try this one.

Use sturdy blunt nails, small hammers, hard wood. Object: first to drive a nail into wood up to nail head. (Better test props ahead of time to get right combination of nail, hammer and wood.)

Crab Race - good for young boys

Contestants crawl backwards on all fours to the finish line. This can be a relay.

Clothes Line Race - on the sissy side

Stretch a clothes line 20 feet from the starting line. Give each contestant three or four garments, or pieces of cloth and five or six clothes pins. The women race to the clothes line, and using only one hand, pin up the garments, and run back to the starting line. The first one back is the winner- provided her clothes are still hanging on the line. (This can be used as a relay, one person pins up the garments, the second takes it down and so on down the line.)

Yarn Winding Contest

Seventy-five feet of yarn for each contestant, tied by one end at 2 feet intervals, to a clothes line between trees. Contestants are given small slats as winding cores. The one getting to the clothesline first by winding and walking as he goes wins.

Patch Sewing - for men only

Each man is given a needle, thread and patch. The ladies stoop over, hands on knees, at a given distance in front of men. On signal, the men run forward to sew a patch on the ladies skirt. The man finishing patch first wins. Must be sewed on all four sides to dress only.

Balloon Swat - a hilarious game for ten or twelve men

Each contestant is given a fly swatter or rolled newspaper and a balloon tied to a piece of string about 3 feet long. The string is tied around each contestant's waist so that the balloon is at his back. Players stand in a circle to swat. When the signal is given they begin swatting each other's balloons, and at the same time he tries to protect his own. Just as soon as a player's balloon is broken he is eliminated from the game. The winner is the man who comes through the fray with his balloon intact.

WHOSE - WHO CONTEST

At some time during the day when people are assembled it is interesting to obtain the information such as the following:

Man with the largest family--all members have to be at the picnic
Family or person coming the farthest distance to the picnic
Couple married the longest time
Couple married the shortes time - "honeymooners"
Family with the lowest auto license
Family with the most sons (present at the picnic)
Couple with the largest number of grandchildren (present at the picnic)

GUESSING CONTEST - have cards or slips to record guesses. Prizes for "correct guess" not necessary. Perhaps articles "guessed on" may be given out.

Number of cherries in pie
Weight of ham, turkey, watermelon
How tall is a designated tree
Number of words on the front page of a local newspaper
Number of yards of cloth wrapped around a dummy
Number of toothpicks in apple
Number of seeds in a watermelon
Length of narrow ribbon stuffed in jar

Note: Be sure that the answers are known before the contest begins unless they can be decided on the spot.

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MUSIC AT THE PICNIC

If possible provide some place in the program for group singing. It is well to let a large group "sing along" with a band or orchestra. With a strong leader to give the "down beat" much fun and real enjoyment may be derived from group singing. Sing a few old songs, some not "quite so new" then the group can listen to one or two new songs.

People like to listen to music and it is a most satisfying experience after a big lunch or in the hot part of the day to sit on the grass an relax and listen. Have the concert a special feature of the program and do not have the band play while other activities are going on. Records playing or a continuous and monotonous shouting through a mike is most confusing and annoying to "picnikers."

A "bouncing ball" movie to sing with is splendid for a crowd if the screen can be placed out-of-doors.

A late afternoon or evening picnic program ending with the group singing "Taps," "Sing Your Way Home," or any good fellowship song gives a "glad you came" feeling.

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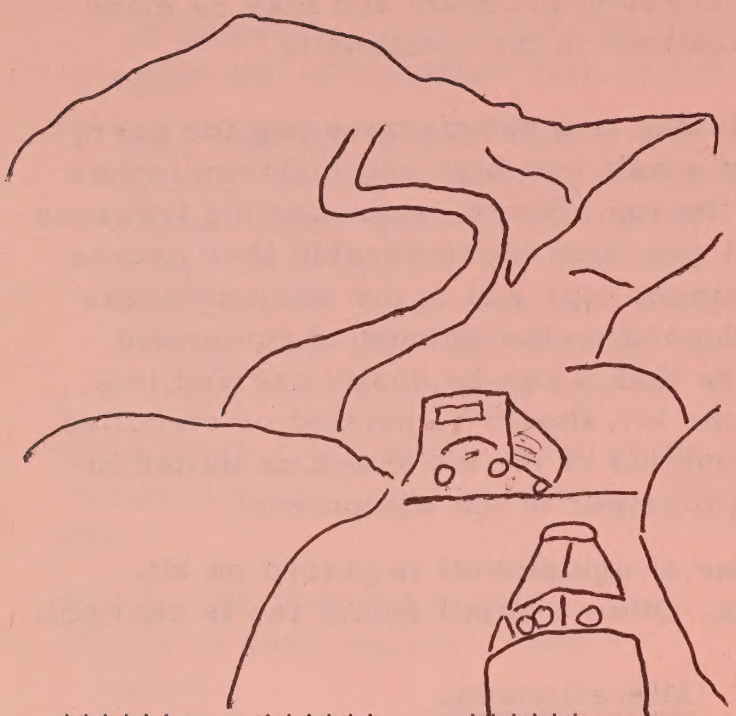

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ZITS

Zits is an exciting and popular automobile game. The players watch the countryside for objects to "Zits". The scoring is as follows: white horse-one point, white mule-5, white goat-10, white bearded man-25 points. The first person to see a white animal shouts "Zits", goat or other. If he proves to be wrong, he loses 10 points. Other objects, animals or persons may be substituted for the ones named.

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STATES

Players take turns at naming the state or origin of the cars as indicated by license plates as they pass. The one who sees 30 different state licenses first wins. (Vary the number required with the locality).

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GRAVEYARDS - Decide on some object to count such as cows, horses, pigs or sheep. Each player or team takes one side of the road. Each calls out the number of the object they see on their side and add the number to their score. If they pass a graveyard on their side all their animals are killed, and they must start over. Play the game to the city line or the largest city passes. The player or team with the greatest number wins.

HIDDEN CARS- How many cars can you find hidden in these squares? Letters may be used more than once, but not in the same word. Letters must be touching in sequence for a start. OVERLAND is marked in the upper left. You may be taken for a ride, because some of them are very old makes.

O	R	E	T	R	O	D	E	W	X
V	L	H	C	L	S	L	L	I	A
R	E	D	E	Y	L	R	Y	S	M
L	A	T	S	D	P	O	C	E	D
D	N	U	O	M	U	D	R	G	R
A	T	N	D	O	A	H	A	E	O
S	Z	G	E	B	U	R	K	N	F
Y	H	R	U	A	K	N	C	L	I
R	C	E	A	C	K	L	A	F	A
U	R	M	D	I	L	E	R	P	T

Oldsmobile
Elcar
Rolls Royce
Dort
Ellis
Willys
Leland
Chevrolet
Crosley
Maxwell
Mills
Stutz
Star
Studebaker
Dodge
Cord
Crane
Nash
Moon
Graham
Grey
Hupmobile
Hudson
Hamond
Stanton
Gruen
Buick
Ford
Rio
Auburn
Fiat
Franklin
Mercury
Mack
Packard
Benz
Dauger

FAMILY RECREATION

"The family that plays together is
the family that stays together."

. . . OUTDOOR ACTIVITIES . . .

Backyard or Clock Golf . .
Swimming . . . (beach, pool, or lake). .
Volleyball . .
Horseshoes . .
Cook-outs and Weiner Roast . .
Fishing. .
Picnics . .
Croquet . .
Camping . . (Overnight) . .
Rock Gardens . .
Badminton . .
Backyard Playgrouds . .

. . . GAMES * * * HOMEMADE GAMES . . .

Checkers
Parcheesl
Carroms
Cards
Monopoly
Table Tennis
Washers
Puzzles
Card Tricks
Shuffleboard
Pick-up-Sticks

PARLOR KAPERS

Music	Radio	Reading	Games
Family Singing	Dramatic Plays	Book of the Month	Party Games
Rhythm Bands	Operettas	Comic Books	Pencil & Paper
Harmonicas	Quizzes	Nature . . Science	Humorous Games
Family Orchestras	Story Hours	Discussions	Stunts & Tricks
			Puppets

AUTOMOBILE FUN

Cow Poker
A B C'S
Vowel Race
21 or Bust
How Far?
Make of Car
Auto-geography
Auto-scavenger Hunt
Lucky Colors

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Inexpensive books on Family Recreation:

Games for Quiet Hours and Small Spaces	National Recreation Assn.	50¢
Home Play	" " "	50¢
Card Games for Everybody (M. P. #324-2-42)	" " "	10¢
Make Your Own Puzzles (M. P. #33-9-42)	" " "	10¢
Make your Own Games (M. P. #332-9-42)	" " "	10¢
Mental Games (M. P. #323 -2-42)	" " "	10¢

SPECIAL EVENTS

*"This will happen tomorrow" event
- Gypsy and Hobo Day
- On-Wheels program
- A Sand-village contest
- A Breakfast in the Park(1 egg admission)
- Nature Quiz -"Name the Blob"

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*"Let's make-it-happen-next-week" event
- Oldest penny contest
- A Lantern Parade (lanterns made in Crafts)
- A Stick-horse show and race
- Sidewalk art exhibit
- Stuffed Pet Contest

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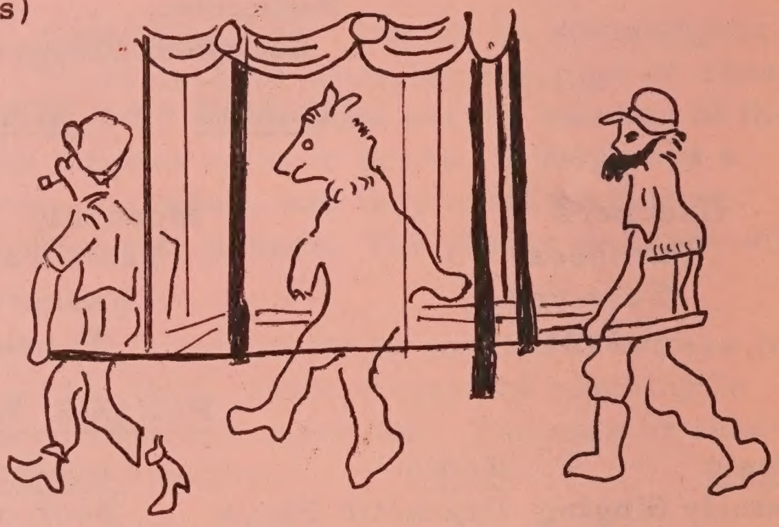
*"Big Weekly" events
- Sports play-offs in volleyball, tennis, archery, softball, etc.
- Game play-offs in darts, tetherball, box hockey, rope skipping, jacks.
- A talent show
- A cook-out (with special favors)
- A puppet or marionette show
- Bicycle Hike - Story Lady's visit

*"Once in the summer"event
- Water carnival
- All-sports day
- Fishing Rodeo
- Pet Show
- Doll Show
- All Nations Festival (dances, songs, etc.)
- Sidewalk Art Exhibit
- "Junior Circus"



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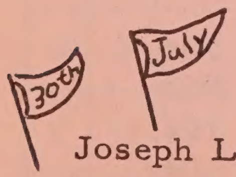
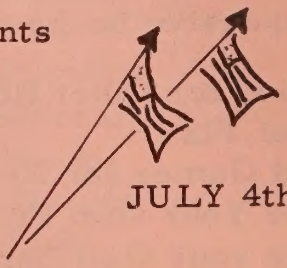
*"Just for laughs" events
- Turtle race
- Greased watermelon scramble
- Comic Hat Show
- A baby "bathing beauty" contest
- Baby crawling contest
- Sewing contest (patches on men's pants while they have them on)

*"Fun for a few minutes" events
- "What's in your Pocket" contest
- A Peanut contest-A bottle cap hunt
- A bubble-gum contest
- Quickie contests in stilt-walking hoop-rolling
- Umbrella Show



Joseph Lee Day



JULY 4th

*Titles - NRA Playground Summer Notebook

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SPECIAL EVENTS

A special event is that activity or culmination of activities apart from the normal routine. Such an event requires special planning and invariable calls for additional leadership assistance.

When organizing a special event, one might consider:

1. What purpose will the event serve -
   Evaluate the results.
2. When will it be held; how long will it last.
3. Where will it be held; what provisions have been made in case of rain.
4. Some specifics to be followed:
   - a.) Have a theme
   - b.) Establish a check list and follow it.
     - (1) Write down on paper:
       - (a) Program-set a time schedule-this is most important
       - (b) Personnel needs-Committees, judges, assistants-give them specific assignments-make them clear and short. Leave yourself free to keep things moving and handle emergencies.
       - (c) Equipment and supplies-make a list for each event on the program.
       - (d) Prepare advance publicity and announce results.
5. If there are to be persons speaking or should be recognized, plan ahead and "not as an after thought."

SPECIAL DAYS
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Helpful References for Special Days

Top Spinning Contest-Material from Organize a Top Spinning Contest-a free leaflet from Jerome Gropper Company, 11 East 22nd Street, New York 10, New York

"Understanding our Neighbors" A kit prepared with program outline. Order from United States Committee for UNI CEF, United Nations, New York. Price $1.

Southwestern Fiesta (A plan for a five day theme) from Program Handbook for Army Service Club Personnel 1955.

From National Recreation Association, 8 West Eighth Street, New York 11, N. Y. the following:

"Look A Parade" (P 91) 35¢
"Playground Fair" (P 138) 25¢
"National Clown Week", Aug. 1-7. Playground Notebook, No. 7, 1955 Edition

"Indian and Cowboy Week" (Written up in detail) In Recreation Program Aids July-August Issue, 1954.